

THE
DESCRIPTION
OF THE
SEA-COAST and ISLANDS
OF
SCOTLAND,

WITH
Large and Exact MAPS,

For the Use of Seamen :

By *JOHN ADAIR*, Georgrapher for that
KINGDOM.



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THE DESCRIPTION, OF THE SEA-COAST and ISLANDS OF SCOTLAND.

PART. I.

Containing the East Coast of that Kingdom, from the Border Northward to *Aberdeen*; As also *Holy-Island*, *Fairn-Islands*, and the dangerous Rocks, Named the *Scareheads*, on the Coast of *England*.

CHAP. I. of SCOTLAND in General.



THE Kingdom of SCOTLAND is all that part of Great Britain, that lyeth Northward, from *Barwick* upon *Tweed* on the East Sea, and *Solway Frith* on the West; and is in length from South to North near Three Hundred Miles, or Thousand Paces, that is, from the Coast of *Galloway* upon the said *Solway-Firth*, in the Latitude of 54. 49'. to the North Coast of *Cathness*, or *Strathnavern*.

But the breadth can not so well be determined; Because the many Friths, and other Inlets, that run far into the Land, make it very unequal; for in some places as from *Buchghanness* right over to the West Coast, there are One Hundred and Seventy Miles, in others about Ninety, and in others as between *Forth* and *Clyde* not Thirty.

To Scotland belong the Islands of *Orkney* and *Schetland*, called from their situation the North-

Isles, and also the many great and small ones, that ly scattered in the West Sea, and thence Named the *Western Isles*, with several others of less note; That are elsewhere about the Coast.

The Country is high and Mountainous, so that its seen from Sea at a great distance and is very remarkable. The greatest part of the Coast is steep, and Rocky, and the Water deep even clost to the shoar; Other parts again are low clean and sandy, and the Water deepens by Degrees; But the great and excellent Friths, the many Inlets and Bays, that afford every where most safe Roads, and easy Harbours, make it a secure and proper Place for Trade, and most fit for all sort of Shipping.

And as to the Tides or Currents (some narrow passages between Islands, or between them and the Main, being excepted) they have no great strength, nor are they Dangerous or Troublesome, and the Sea sets up on the shoar about three Fathom only, and four at most in stream Tides.

The Situation of the Kingdom being so far North, the Days in Summer fall to be very long, yea in the *North Isles*, for several Weeks, there is hardly any Night; but this is well enough repayed again, by the long Nights in Winter: which, about that Solstice, will consist of 17 and in some parts more than 18 Hours.

Yet is the Air Wholsome and Temperat, and neither the Heats in Summer, nor the Colds in Winter are Violent. 'Tis true the Weather generally

rally is very Changeable, the Winds also strong and frequent, but readily they continue not long, and oftner (even in Winter) bring more Rain, than Frost or Snow.

And for good and sweet Water, no part hath greater plenty; For besides the many great and small Lakes, Rivers, and Rivolets; that run for the most part in hard or sandy Channels, there are large gushing Springs every where.

The Soil, though in some places thin, is Good and Fruitful; especially in the Valleys that are very pleasant, and yeild plenty of Corn; And the Hills, though lofty, afford choice Pasture, and are stored even to the tops with Flocks of Cattle, both great and small. But the Product, from below ground, is the Richest of all, and beyond that of most Countries; For, besides many kinds of fine Earths, Coals, Freestone, Marbles &c. There is plenty of Iron-stone, Lead, Copper, and in some places Silver and Gold.

Indeed it must be confessed, that Timber is not so plentiful as could be wished; The Woods being much worn out and decayed. For, unless in parts, where there could be no Transport, hardly the remains of the great and goodly Forrests that were of old, are now to be seen; but the Inhabitants have Planted, of late, such Numbers of young Trees of all Kinds, that in few Years, there can be no want of Timber for all uses: But the greatest and surest Treasure, of all, is that from the Sea, if sought after; For no where are there such multitudes of Herrings, Cod, Ling, and the best kinds of White-Fish, as round this Coast, and amongst the Isles, yea in the Bays and Inlets: Nor have any Rivers greater plenty of Salmond, and other Fishes: so that, considering the goodness and conveniency of the Ports, the many People, their Hardyness, Strength, and Easy Temper, Scotland, in a few Years, if Encouraged and Assisted by the Government, might easily be Master of the Fishing-Trade in Europe.

The Commodities that the Kingdom affords, for Export, are Corns, Herrings, Cod, Ling, Salmond, great Cattle, Hides, Skins, Wool, Tallow, Cloaths, Pladeings, Stuffs, Searges, Stockings, Linnen of several sorts, small Salt, Coal, Lead, with many other things of less note.

CHAP. II.

The SCARHEADS, FAIRN-ISLES and HOLY-ISLAND, With the Rocks and Hazards in that Sea.

As also

The Coast from Sounderland point to Berwick, and thence to St. Ebbshead.

THE Kingdom of Scotland (as is said) being limited by Berwick, I shall proceed from it Northward along the East Coast; But there being several small Isles and danger-

ous Rocks, that ly some few Miles to the Southward along the English Coast, It will be necessary to give an Account of them in the first place: Because, they stand, as it were in the fair way, and have too often proven fatal to Ships, passing to and from the Frith.

Six short Leagues and near S. E. from Berwick is Bamborow-Castle, whose vast ruines (albeit upon a small height) are very remarkable on the shoar. And, right off from it, about Four Miles N. E. and by E. ly the Staples or Scareheads; a Tract of small Isles and Rocks half a League long, and stretching N. E. into the Sea; They are separated only by narrow Channels, and are for the most part steep too; 10 12 fathom Water round. The part next the Land is highest and broadest, and hath a sort of Tail lying out to the Southward, where some ragged Rocks, appearing like peices of Old Walls, are called the Pinnacles; On the inside of which, and about a Cables length off, is a small Rock named the Grimstone, seen only at low Water. Upon this in the Year 1689, a Dutch Man of War was lost; with a great many Scots Passengers on Board. Scare-Heads.

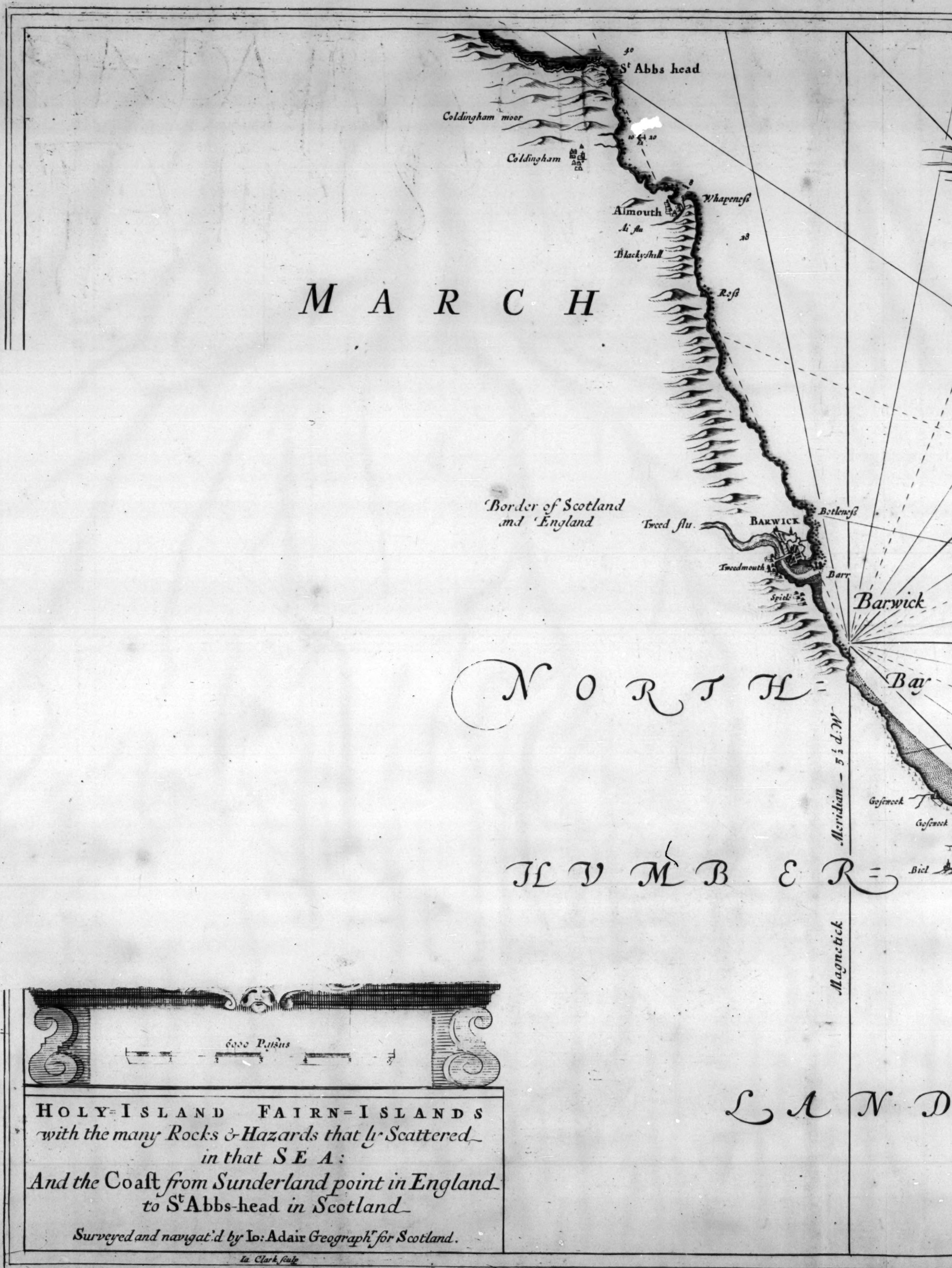
The part or point again, towards the Sea, is low and narrow, and is called the Longstonend, But right out N. E. Ely. from it, about 2 Cables length off, is a long and dangerous Rock named Nairvston, covered by half Tide. Round this, and between it and the Scars, there is deep Water, and a strong Current, 10. 12 Fath: clost to the end, a litle further 20; and a Mile out 30. Grimston.

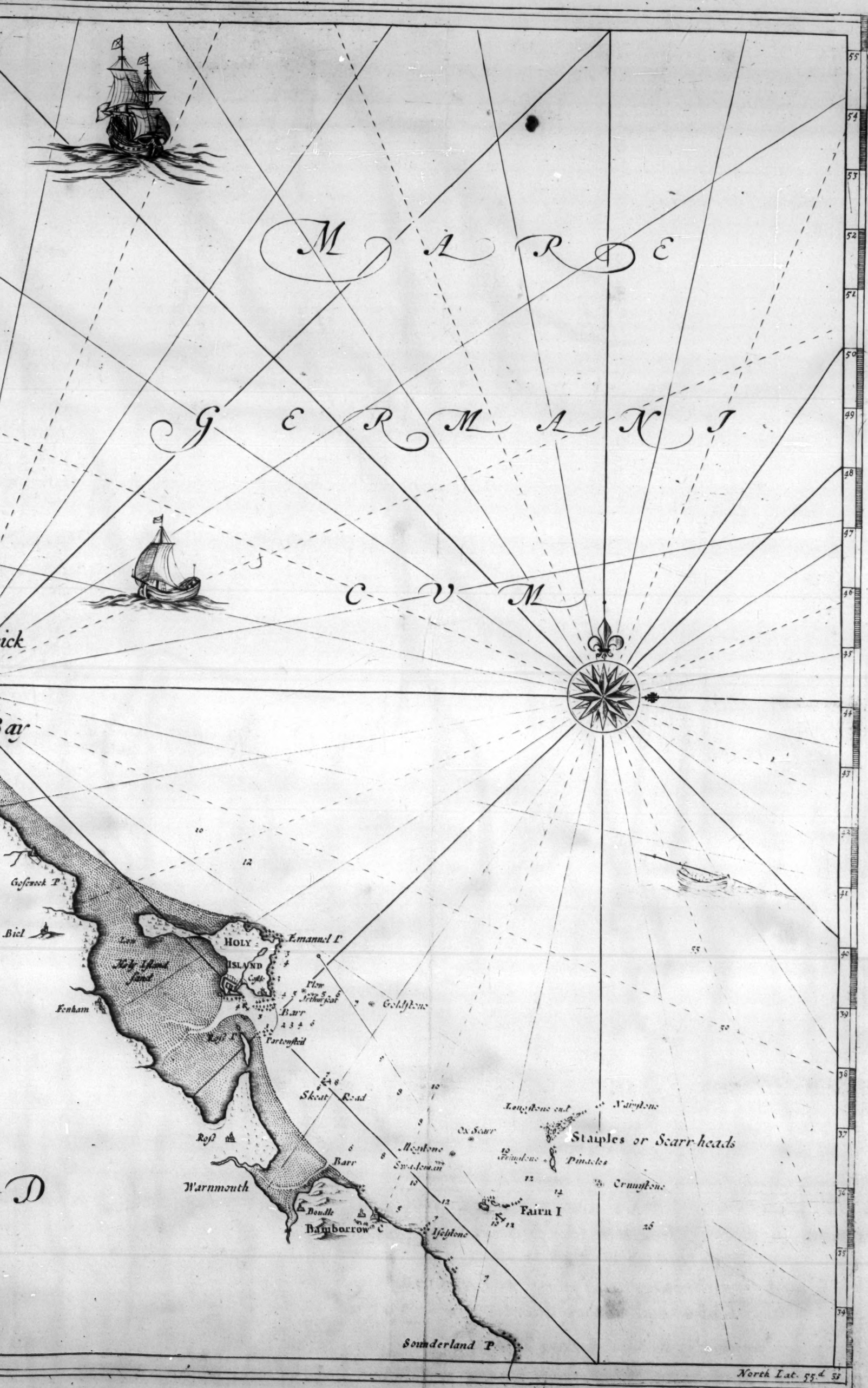
A short Mile E. and by S. from the Pinnacles and three and a half out from the shoar lyeth Crumston, a large, round, and flat Rock, alwayes above Water, it hath 10, 12, Fath. Water all round, and 14 a litle off. Crumston.

About half a League S. W. from the Pinnacles and near midway between them and the Land, is the Fairn or House-Isle, so called from an old Tower, where once a Light was kept, and some other litle Buildings on the North-side of it. 'Tis a small round sort of Isle, or rather Rock, about 100 paces over, but very remarkable, being high steep and clifty towards the South, and falling by degrees to the North and North East, where ly two litle low Isles, with some shelves: Within those, joining to the Inmost Isle, is a good litle Creek for Boats. But, off from the outmost, runs a long Riff of Rocks, stretching towards the Pinnacles, which must be taken notice of, by any who pass that Channel. Fairn-Isles.

On the East side of the House-Isle, Ships upon occasion may Anchor, about the third part of a Mile off, in 8, 10, or 12, Fath. the old Tower bearing N. W. and the Out-Isles N. but this is only for Winds between N. E. and W. N. W.

A large Mile N. W. half N. from the Fairn or House-Isle, is Megston, a remarkable litle high Rock alwayes above Water, but on each side of it, there is a very dangerous one; that towards the Sea is called the Oxscarr, a small round Rock, lying N. E. about half a Mile off, and only seen at low Water, but that between and the main is a long Rock called the Swadman. Megston. Oxscarr.







Swadman. *Swadman* lying S. W. a quarter of a Mile off, and the top thereof hardly appears at low Water and stream Tide. Betwixt this and *Megston*, there are 4, 5, Fath. but on the other side it deepens gradually towards the shoar, as from 3 to 5 and so to 8 and 12, which is the best of the Chanel on that side.

Channels. Ships, that pass along this Coast, and are acquainted with it, sail readily between the *Scarheads* and the Land, especially if the Wind be off shoar. And indeed the way is safe and easy, if once known; For there is a very good Chanel on both sides of the *Fairn Isles*. That on the outside, though not much used, is clear enough, and will be near a Mile over, only in passing keep nearer the *Pinnacles* than the *Fairn-Isles* in 12, 14. Fath. because of the Riff, before mentioned, that runs out from them; and when up with *Megston*, keep a Mile N. from it, because of the *Oxscarr*. The course through is N. W. and S. E.

But the In-chanel, or that between the *Fairn-Isles* and the Land, is reckoned best, and is most frequented; being broadest. In the middle, the Water is deep, 10, 12. Fath. and 5, 6, pretty near the shoar; Only a peice East from *Bamborow* and almost over against the *House-Isle*, there is a long ledge of Rocks called *Isleston*, that runs off from the Land far into the Sea. Come no nearer there than 7 Fath. Also when up with *Megston*, keep in 7 or 8 Fath. because of the *Swadman*. The rest is all clear, untill you come to the Rocks off *Holy-Island*; of which by and by. In thir Channels, the Flood and Ebb run almost two Hours longer, than on the shoar, and are pretty swift, but without the *Scarheads* half Tide and half Tide.

The Coast, all along from *Sanderland-Point* to *Bamborow*, and thence to the point of the *Ross* over against *Holy-Island*, being in all Eight Miles, and a half, is low Douny and Sandy, and half a League S. W. wly. from *Bamborow* is a deep inlet, a Mile over, and dry at low Water, called *Warnmouth*, from a small River that runs through it, where sometimes in fair Weather Vessels ly to take in Corns. The Entry is on the south-side; from which, towards *Holy-Island*, there is good anchor-ground, all along the shoar, a mile, or a mile and a half off, in 6, 7, and 8 Fath. that, about Mid-way, named the *Sketroad*, is reckoned the best.

Sketroad. Off from the point of the *Ross*, where are two litle benty sort of Isles, lyeth *Holy-Island*; at low Water the passage is not a quarter of a Mile over, but more than twice as much when the Sea is full, This is a fine pleasant Island and very Fertile, about half a League every way, besides the long Tail of Sandy Downs, that stretcheth within Eight Hundred Paces to the *Biel-Point* on the Main.

The shoar about *Emanuel-Head*, all along the East side, round the *Castle-Point*, and at the Boats Landing place, west from the Bay, is foul and Rocky, but the rest is altogether clean and sandy. The Haven, which is very good and safe, is on the southside of the Isle, over against the *Ross Point*, and within the *Ston-Ridge*; The Castle, on the East side of it, being Built on the top of a small round Hill or Rock; And the Town, on the

West side, having the remains of the great and stately Church and Abbay adjoining to it, make it very remarkable; And on the Rocky point, west of the Entry to the Bay or Harbour, there is a litle Fort or Plat-Form that secures it: This is a place of no Trade, but Ships passing by, to the southward or northward, and meeting with contrary winds, or Coalliers put by the Bar of *New Castle* readily run in, and ly very safely; The Bar or Entry is a short mile out from the Harbour, and lieth from the *Staples* two Leagues W. N. W. and near the same distance N. W. half W. from the *Fairn* or *House-Isle*. At low Ebb and spring Tide, it hath 8. Foot water upon it, and 12, 13. in a neep; but 4. Fathom at full Sea. On each hand within, there is a ledge of stones or Rocks; that, on the south side, called the *Parton-Steil*, is joined to the Main and steep too, but doth not shew it self till near last quarter Ebb: That again, on the north side, called the *Stone Ridge*, is very broad and joined to the Isle, and is also steep too, but hath an Elbow, that is always above water. Keep this close on the starboard side coming in, especially if the *Parton-Steil* be covered: However the passage between is large and clear, being near half a mile over. And albeit with a N. E. or E. N. E. wind, there is a great tumbling Sea, yea sometimes breach all over, yet there is no hazard, only run in S. W. and by W. or W. S. W. till the shoar meet you, and then bear up N. W. Nly. to the Harbour, where you may either Ride a litle out on 3. or 4. Fathom within the cover of the *Ridge*, or ly on good soft ground in the Bay. Some Seamen bring the old Church N. W. half W. and so sail in; you are just upon the Bar, when the *Redbrea* (a remarkable face fronting the Sea) is a litle without the *Castle-Point*, and fairly within when shut. If the wind be scrimp or easy, be sure to enter with the Flood. 'Tis full Sea here, and at the places about on the change day, a quarter of an hour after two, but the weather sometimes will occasion half an hours difference. Without the Bar the water deepens by degrees, from 2, to 3, 4. and so to 6. Fathom about a mile off, where there is good Anchor Ground, the ordinar mark, being the *Pleugh's* taking *Emanuel Head*.

Right out almost in a line from *Holy-Island*, and in the fair way, ly three dangerous Rocks, viz. the *Pleugh*, *Arthurseat*, and the *Goldstone*, the first or inmost is three quarters of a mile E. and by N. Nly. from the *Castle Point*, and appears before half Ebb. Between it and the Island there is a good clear Chanel 4. 5. Fathom, yea you may borrow on the shoar to 3. all along to *Emanuel Head* or Point, at the N. E. corner of the Isle.

Just without the *Pleugh*, is *Arthurseat*, a long and dangerous Rock, stretching a good Cables length towards the Sea, and not seen till low Water, close at the end of it is 5. Fathom.

Two miles east from the *Castle Point*, and near the same distance E. and by N. from the Bar, is the *Goldstone*, a smal Rock that sheweth about last quarter Ebb, but hath a litle riff on the outside of it called the *Steil*, only known by the breach, for at low Water it hath 5. 6. Foot upon it; between the *Goldstone* and *Arthurseat*

Arthursseat, there is a good clear Chanel a mile over, and 5. 6. 7. Fathom Water. To pass through that way, bring *Megston* in a line with the old Light-House on the *Fairn Isle*, but to sail without all, bring *Megston* with *Souderland-Point*, and in sailing along *Barwick-Bay* come no nearer than 10, 12. Fathom, for its shoal far out, and there are several hirfts on which will be only 10, 12. Foot at low Water.

On the west side of the Point of the *Rofs* the Land turns in, and forms a large sandy Bay, which is in length to the *Biel Point* four miles, and in breadth over to *Holy Island* two. It falls dry a little while after half Ebb, unless at some latches, and where there is a small stream, called the *Low*. People walk ordinarily from the *Beil-Point* on Foot over to the Tail of the Isle, being a short mile, and from that two miles further, along the sands, to the Town. The shoar all this way, till within two miles of *Barwick*, is for the most part low, clean and sandy, and the Sea Ebbs a good way out.

Barwick.

Barwick of old belonged to *Scotland*, and is on that side, but at present is Possessed by the *English*; And the Town being a Place of strength and well Walled, a strong Garison is kept in it. The River *Tweed* runs along the west side of it, and is there passed by a very long Bridge of Stone, and then making a large turn towards the east falls in to the Sea; the Entry or Bar is a good way out, and lieth from *Holy-Island* N. W. half W. 3. Leag. and at low Ebb and spring Tide hath 6. Foot water upon it, but 4. Fathom at full Sea; so that it receives Ships of good Burden: Only, the passage being narrow, not above a Cables length over, is not very safe or easy to be taken in bad weather. For on the south side there is a bank of sand that stretcheth a good peice out from the *Spittle-Point* into the Sea; And on the northside a great ledge of Rocks, on which there are Beacons placed. In sailing in, you must steer close alongst them, and then follow the turn of the water, that falls deeper within the Bar, over to the south shoar below the *Spittle*, and so up to the little Key, on the Town side just below the Bridge, where be sure to ly out of the way of the fresh water runs; Any wind on the shoar, makes a great rolling Sea here, and the Ebb goes out with such a current, especially after rains, that there is no setting head against it, without hazard. The flowings at Full and Change are near S. W. and by W. or much the same with *Holy-Island*, without the Bar the water deepens by degrees, and there is good Anchor-ground on 6. 7. Fathom about a mile off.

From *Barwick Bar* to the *Whapness* below *Aimouth*, the course is N. N. W. three Leagues; the shoar all this way is high, Rocky, and foul a peice out, but deep water, 10, 12. Fathom within two Cables length, and 26, 28. about a Mile off.

Aimouth.

The *Whapness* is a low Rocky, and remarkable Point, with a high Land above it, just on the S. E. side of the entry to the little Bay, or Inlet of *Aimouth*. From this over to the Fort (a high steep and rocky head) on the other side, there is a good quarter of a mile, but a little without, and as it were in the fair way, ly several small

Rocks in a tract, that shew always above water, and on each side of them there is a clear passage and 4. 5. Fathom water. That between the *Whapness*, where its foul a peice out, and *Hurkard*, the eastmost of the Rocks, is called the *East Gate*, and that between the Fort and *Luscard*, the westmost Rock, is called the *West Gate*. To sail in to the Bay, keep the middle of any of the Chanels or Gates, as the wind serveth, and when a peice within, bear up close alongst the Beacon, that's at the Point of the Rocks on the *Lareboard* side, and so edge in to the mouth of the water *Ai*, that runs close by the Town, in to the south east corner of the Bay, where there are 10, 12. Foot water at full Sea, and stream Tide. There are some little Keys up along the shoar, but be sure to ly out of the way of the freshes.

On the change day 'tis full Sea here at two of the Clock, and a N. or N. N. W. wind makes the greatest Sea.

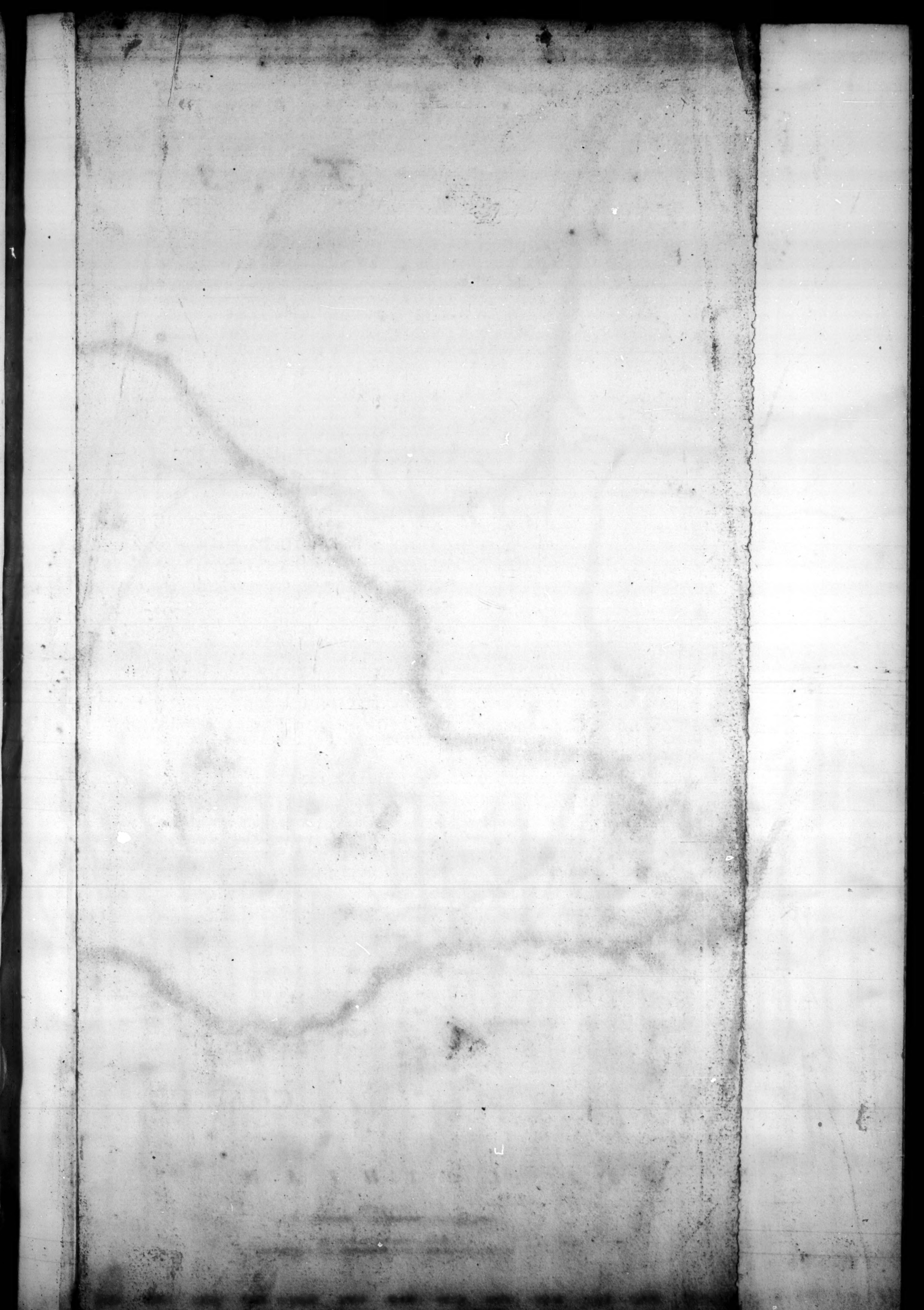
Within the Rocks that ly in the Entry, there are 4. 5. Fathom, and 7. 8. just without them, and 28. 29. about a mile off. And it must be minded, that for a League out from the Land, the Tides run pretty swiftly, the Flood to the southward, and the Ebb to the Northward, and that near three Hours longer than on the shoar, or half Tide and half Tide.

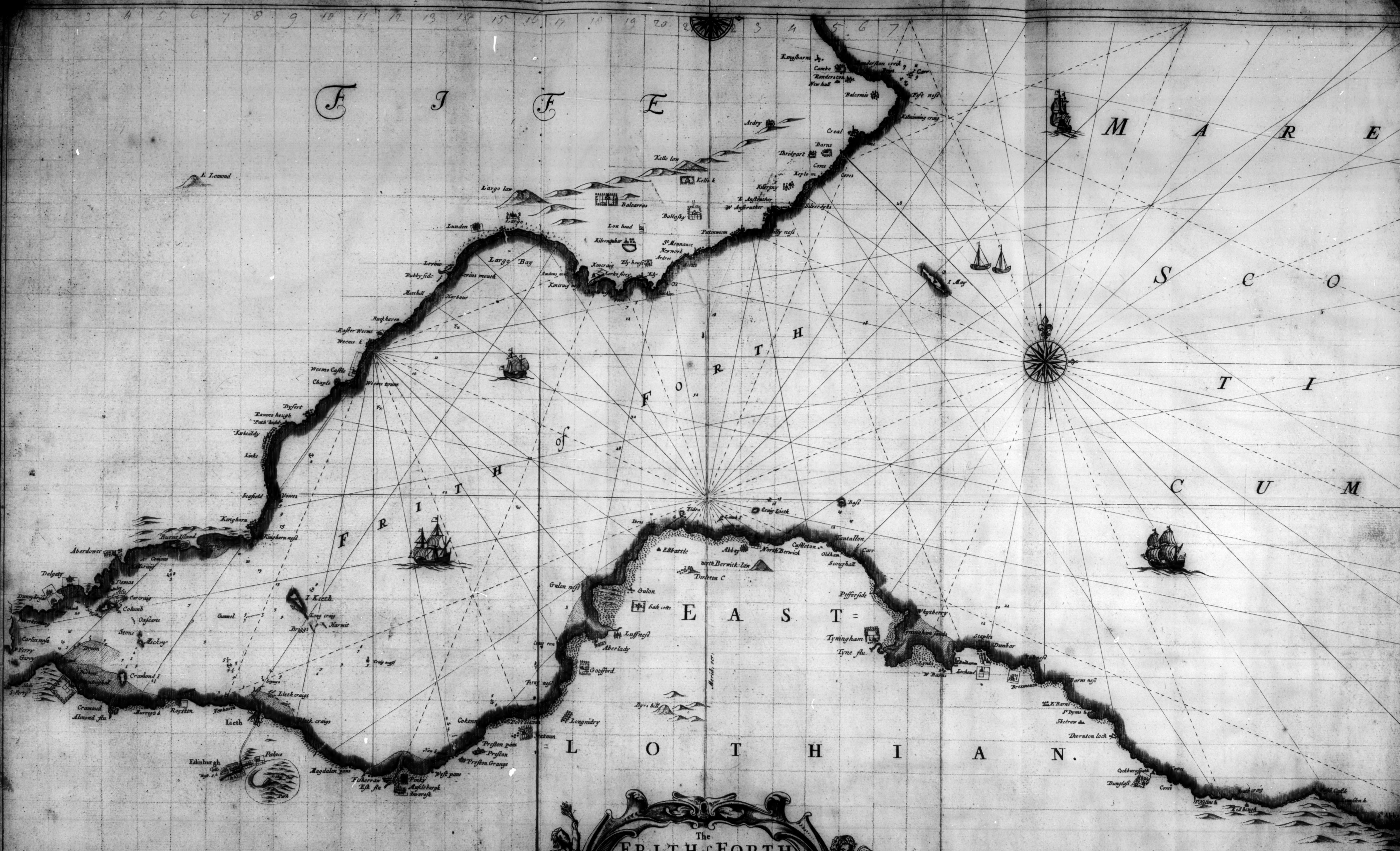
This, being the southmost Port of *Scotland* on that side and the only one in the *March*, is a place of right good Trade; And if the Harbour were helped, would be a proper Station for the White-Fishing. They are about to Build a strong Peir of stone, out from the shoar on the East side, to the Point of the Rocks where the Beacon stands, which indeed will make it a very good and easy Tide Haven: For not only the Sea, that beats strongly in to that corner of the Bay, and makes a great run at present, will be kept off, but at a stream Tide Ships that draw 15. 16. Foot water, may come in.

From the Bay of *Aimouth* to *St. Ebbs Head* is a good League near N. W. and by W. over a pretty deep Bay; about midway, and half a mile off from a peice of a clean sandy shoar, below *Coldinghame* a great ruinous Abbay, there is a Road in 10. 12. Fathom water, for W. or W. S. W. winds; But a little without that there is hard ground and 20. Fathom. The shoar all along this way is for the most part high and ragged, and in some parts foul a peice out.

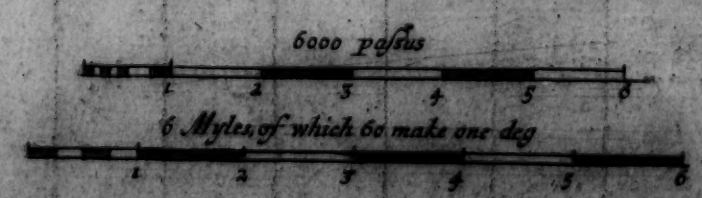
Coldinghame Road

CHAP. III.





M I D - L O T H I A N



The
FRITH of FORTH
From the Entry to the Queens-ferry
with all the Islands, Rocks, Sands, &c.
Surveyed by John Adair

M A R C H
or
M E R S

C H A P. III. The FRITH, and RIVER, OF F O R T H, WITH all the ISLANDS, ROCKS, &c.

THE Frith of FORTH, is that spacious Inlet, that lieth between St. *Ebbs-head*, and *Fifes-nefs*; and reacheth up to the *Queens-ferry*, where is a remarkable promontory, or rather *Pcninsula*, called by Sea-men, the *High Land*; that stretcheth, from the North side, far in to the Sea, and makes the passage there very narrow, not half a League over.

All, above this, as far as the Sea flows, is reckoned the *Water* or *River* of *Forth*; and is naturally enough cast into three parts: the first lyeth, from the *Ferry*, upward to *Heggins-nook*, or *Kincardine-Point*, over against it: and is pretty straight and broad in some parts, as at *Borrowstounness*, a short league over. The second, from the said points, to *Aloa*; this is narrow and somewhat crooked, but carries ships of great burden. And the third, from *Aloa* to *Stirling*; which, from the many and great turnings it makes, is called *The Crooks of Forth*: and passable only by small Vessels, and that when the Sea is in. Of all which particularly hereafter.

This famous Frith lieth up W. S. W. and is in length, from the Entry upward, fourteen Leagues; having the *Lothians*, and part of *March*, on the south side, and *Fife* on the North: The breadth is very different. In some parts, as between *Elbattleness* and the *Ely* three Leagues; in some, as over from *Musselburgh Bay* to the *Weems*, near five; and in others, as above *Inch-Keith* only two: But on all hands, there are many safe and convenient Harbours, excellent Roads: And almost every where, good Anchor Ground. So that it's a very choice and easy Place, and may be entered boldly. 'Tis true there are several small Rocks, and Isles here, and there; but few of them dangerous: and those, for the most part, out of the fairway.

The Sea here Flows and Ebbs regularly, twice in Twenty four Hours; only the Flood and Ebb run about two hours longer, in the depth or middle of the *Frith*, then along the shoar: But the current of neither is strong; the Tide rising readily three Fathom only, or four at most, in a stream.

St. *Ebbs-Head*, so named from a little Chapel near the Point, is a high and remarkable Promontory, on the south side of the very entry or mouth of the *Frith*; and the outmost part appears, at some distance, from the East, or

West, like a little Island; the shoar all round is steep, Rocky and full of Cliffs, and there is deep Water, 30, 40. Fathoms not far from Land; In the offing, 'tis half Tide and half Tide; and the Flood, and Ebb run by, with a strong Current; and even with little Wind, make a great rolling Sea.

This Head is in Latitude 55. d. 54. 4" 5 and the Course, from it, to the Island *May* is N. W. Nly. 8. Leagues and near two Miles.

To the *Bass* W. N. W. large half Nly. 8. Leagues.

To *Dunbar Staiples* W. N. W. 5. Leagues and about two Miles.

Near four Miles W. N. W. half wly. within St. *Ebbs-Head* is *Fals Castle*; an old ruinous House, on the Point of a Rocky Promontory, and two Leagues W. and by N. from that, in the bottom of a long Bay, *Cockburnspath*, and the *Coves*. The shoar, all this way, is High, Rocky, Ragged, and foul a good peice off; but without that, there is clean ground, and deep Water, 20, 24. Fathom, about a Mile from Land; And at the same distance, out from the *Coves*, there are 16. Fathom, within *Coves* that 10, 12. and nearer the shoar 6, 7. where some Years the Herrings Swim very thick.

From *Cockburnspath* to *Dunbar*, the shoar stretcheth N. W. and by W. two Leagues, and a half. Here it falls low, and shoots out into several Points; where it's foul a good way off: as beside *Thorntoun*, below the *Barns*, and at the *Voltness*; and there is very little shelter all along; only at *Sketraw*, within a small Point, with an old Chapel on it; there is a fine clean Bay, with a narrow Entry towards the East, but foul on both sides; which with no great Expence, might be made a safe and convenient Harbour, even for Ships of Burden; and as it is, they sometimes run in, and ly well enough.

Dunbar is a Town of Trade, and makes a good figure on the Coast; the Church and Steeple at the East end; and the ruines, of a hudge Castle on the West side of the Harbour, make it very remarkable; a little peice without the Entry, there are several small Rocks scattered: Especially to the Westward; some whereof shew always above Water, and are called the *Staiples*; some again are covered by half tide; and others scarcely appear, at low Water. But between them, are open and deep Passages; and not dangerous to those, who are acquainted. Also, between them and the shoar, there is a place called the *Pitt*; where Vessels, with a Wind off Land, may drop an Anchor, in 3, or 4. Fathom; but the ordinar Road is about a Mile off, in 7, 8. Fathom and clean sand.

The Entry, to the Harbour, lies right in; and is very narrow, not Twenty Fathom over; having the *Admiral Isle*, a long slooping Craig, on the west side; and a riff of Rocks that stretches far out from the Peir, on the East. Any wind in, causes a rolling Sea, which making a short turn, and a run in the strait, where there is no room for a Ship to work, is ready to dash her against one of the sides: So that it's hard to attempt it, unless in easy weather. The part

where the Ships ly, is defended round towards the Sea ; by a High Stone Peir, and you go in to it on the left hand ; when a good peice within the Entry, it falls dry, long before low water ; and there are only 11, or 12. Foot water in it at a stream. The Flowings here are S. S. W.

This Town is Famous, for the great take of Herrings, that is gotten, in the Months of *August* and *September*, along the Coast. For sometimes there are Four or Five Hundred Fishing Boats here; and several Hundred Lafts are made, for Export.

The shoar from *Dunbar* to *Belhaven-Point* being a mile West, is high, and foul below, and several small Rocks ly off; but beyond that, there is a hollow sandy Bay, two miles over to *Whytberry*, that falls dry long before low water. On the East side of it, *Beil Water* runs in to the Sea; and the River *Tyne* on the West; where there is a large Inlet, up towards *Tynninghame*; Boats, upon occasion, get in to both Waters: But, at the mouth of *Tyne*, there are some Rocks, and foul ground.

From *Whytberry*, a low Douny Point, with a knap near the end of it, to *Scughal*, the Coast stretcheth N. W. two miles and a half. The Bay between is clean and sandy; but, about that House, the shoar is high, and foul, far out.

From *Scoughall*, to *Tamtallon*, a great Old Castle, with three Towers, Built on the very edge of the shoar, a mile and a quarter, W. N. W. All-along here, it's steep Rocky and foul below; and a peice to the Westward of *Scoughall*, there is a long riff of Rocks, called the *Carr*, that shoots-out from the Land, far into the Sea. Clofs to the end of it there are, 6, 7. Fathom, and some parts shew always above water. Half a League right off, N. a litle Ely. from *Tamtallon*, is the notable Rock the *Baß*, very high and steep on all sides; especially towards the Sea; the Cliffs are whitish, and almost covered with Fowls that Big there. The water, clofs to the foot, is deep 15. Fathom, and 25. about a mile out. Also, between and the shoar, 14, 15. Fathom, and a clear passage; but the ground, for the most part foul; so that they must be very well acquainted, with the marks, that come to an Anchor there: This Isle or Rock is near a Thousand Paces in Circumference, of a round Form, but ragged, and floops from the top; where is a great heap of stones and a Flag-staff, towards the Land; here is a low Point, with a hook on each side of it, for Boats to ly at; but, unless about a full Séa, and easy weather, the going in, or out, is very difficult. Right above this there is a Fort, and some Houses; and a litle farther up from them a litle Chapel.

From the *Bass* to *Inch-Keith*, it's W. and by S. 6. Leagues and two miles.

To the Island *May* N. N. E. near 3. Leagues; the deepings between are, 26, 28. Fathom, and the ground Clay or Oase.

From *Tamtallon* to *Northbarwick*, it's a short League West, the shoar, for a great part, high, ragged, and full of Cliffs; below *Castletoun*.

there is a litle clean Bay: where Boats ly:
And a mile to the Westward, there are several Rocks, and foul ground, that ly pretty far out; the most remarkable, called *Lethis*, shews always above water.

Northbarwick is a fine little Town, Built close along the shoar, in the bottom of a long sandy Bay; at present it's a place of small Trade; but might be much helped, if the Fishings were improved. A peice out, North from the Town, is a little rocky sort of Isle, with an old Church on it, that the Sea flows about only at stream-tides; the harbour is on the westside of this, within a Peir of Stone, that falls dry, at low water; yet sometimes, at full Sea, and stream Tide, there are 16. Foot at the Head. The Entry, without it, lies in S. S. W. and is clear and wide enough; but, on both hands, there are Rocks runing far out; those, on the East side, are joined to the back of the Harbour; those again, on the West side, are scattered on the sand: And there are several long riffs, without them, to the westward, that ly far off the Land; some whereof are seen, only about low water, as the *Humble*; some at half Tide, as the *Swinecraigs*; and others, as *Craigtusk* have a part always above. The shoar all-along here is low and sandy, but hath much foul ground lying off; close without which there is clean sand and 3. or 4. Fathom Water; where sometimes they get plenty of Herrings: The Flowings here are about S. S. W. and any Wind, on the Land, makes a great Sea.

About half a mile southward, and right above the Town, is the remarkable round pointed Hill, called *Northbarwicklaw*; and a mile out, North from the Harbour, *Craigleith*; a high Rocky Isle, steep all round, and near two hundred paces long; about a half miles distance E. and by N. from it (the Castle of *Fidra* just appearing) there is good Anchor Ground on 16, 17. Fathom. Also, between it and the Land, the said Castle upon *Lamb Isle* there is clean ground and 8. Fathom.

A good Mile W. and by S. from *Craigleith* and some more than a half from Land is the *Lamb-I/le*, called by some *Belladen*, a small Rock *Lamb-I/le*. with much foul ground about it, especially in towards the shoar, so that 'tis dangerous to pass that way.

A Mile and a half W. and by N. from the *Lamb-Isle*, and not far from Land, is *Fidra*, the part towards the Sea is high and steep, and two hundred Paces in length; that again nixt the shoar, where the old Castle *Tarbet* stood, is a very narrow long Rock, of an odd shape, and is disjointed from the other, only when the Sea is full. There is much foul ground all round this Isle, yea for a quarter a Mile off, and between it and the shoar, there is a long riff, that runs quite over called the *Bridge*, so that a Boat cannot pass that way at low Water.

From *Northbarwick*, three Miles and a half westward to *Elbattleness* near *Ibris*, the shoar is for the most part low and sandy, but very uneven, shooting out into Points, and hath much foul ground along it.

Ibris is a long low Rock, a Mile W. S. W. from *Fidra*, not quite covered in a stream Tide, and

and before low water, you may walk in to it on sand; it hath a tail towards the west, but otherways clean all round, 11, 12. Fathom water, about half a Mile off, and midway over between it and the *Ely* 32. the ground for the most part Oasy.

From *Elbattleness* to *Gulenness* it's three Miles, near S. W. the shoar between, which for the most part is low and clean, falls in and makes a long sandy Bay, that Ebbs far dry, and off from it the water deepens by degrees, to 2, 3 and 4. Fathom.

Gulenness.

Gulenness is a pretty remarkable Promontory, with some little heights upon it, that shooteth out west into the Sea, and is Rocky and foul about the Point, especially on the North side, but without that there is clean sand, dry at low water: From this to *Goosfoord* Point, it's near two Miles and a half S. S. W. over the mouth of *Aberlady* Bay, a wide Inlet, that runs a Mile and a half, East into the Land, and falls dry, and that a good way out, before low water, it's clean sand all over and the shoar on both hands low; A small Water that passes by *Luffness*, enters at the head, and runing down along *Aberlady* side, makes a way for Vessels to come in, when fair weather, and ly within a Point, a peice below the Town. *Halington* has the liberty of a Port here, and a high way down to it.

Aberlady.

Aberlady Town is Built along the south side of the Bay. A good way up from the Entry, at the west end is the Church with a Pointed Steeple, and hard by that, the House or Place with a bush of Trees about it, the Point is very foul all round, and a peice out from it there is a Rock called *Craigron* covered before half Tide, but without it, there is clean sand 2, Fathom, and 3. half a mile off.

From *Goosfoord* Point to *Port-Seaton*, 'tis three Miles and a half S. W. the shoar between is low and sandy, and falling a good way in, makes a large Bay, that Ebbs far dry, and hath a great deal of foul ground, as off from *Fernyness*, and the Point half a Mile S. W. where are long Rocky riffs lying out, but beyond them clean ground and two Fathom water.

Port-Seaton.

Port-Seaton, is a good Tide Haven, being covered from the N. and N. E. winds, by a hudge Peir of stone, that's Built out with a large bosome from the East corner of a clean little Bay; the Entry is clear, but not very broad, for there are ledges of Rocks that run a good peice off from the south side, and have readily a Beacon on the Point of them, so that coming in, you must keep clost along the head, and then bear up, and make fast to the Key. Here at a stream Tide, there are 15, 16. Foot water, and 10. in a neep, and it's full Sea on the Change Day about two of the Cloak.

At the back of the Peir there are riffs of Rocks stretching a good way out from the Land, and there are others that run off from them, a great way East along the shoar, about half a Mile from it, without which it's clean sand and 2. Fathom Water clost, a little farther 3. come no nearer, for they are covered by half Tide, and Ships borrowing upon the shoar have Wracked on them. The ordinar

Road is about a Mile right off the Harbour, in 4, or 5. Fathom, but there is good clean ground on all hands.

This is one of the chiefest Ports, in all the Frith for Coal and Salt; for Ships of great burden may Load here in a Tide or two.

From *Port-Seaton* to *Leith* it's near 3. Leagues West over a long and hollow Bay; the shoar all the way is low, and for the most part sandy, and in some places Ebbs dry very far out, so that the Harbours that are there are none of the best.

A little peice, West from *Port-Seaton* is *Cocke-Cockeny*, where are some very good Houses, and a great many Salt-Pans; here also there is a Harbour within a stone Peir, but the Entry being very narrow its not much frequented now: The shoar on both sides of this is Rocky, and a little off there is a Rock that appears not till low Water.

At the West end of *Cockeny*, there is a long riff called the *Silly Craig*, that runs a good way out from the Land, and within that the shoar turns in, and makes a Bay towards *Prestounpans*; a Town above a Mile in length, Built clost along a very foul Coast. Here are many good Houses, and a number of Salt-Pans, and albeit there is no Port, yet its a place of very good Trade. About half a Mile right off from this, are the *Heccles* a long tract of Rocks, stretching along the shoar W. S. W. from the *Silly Craig*, and not seen but at low Water and stream Tide; half a Mile without there is good Anchor Ground in 4, or 5. Fathom, and its also clean within them, where sometimes in Summer Ships ly to Unload.

About a quarter of a Mile from the West end of *Prestounpans* is *Newhaven*, called also *Morifons Haven*, a small Creek, with a Rocky and narrow Entry; And albeit at a stream Tide it receives Ships of Burden, yet sometimes at full Sea in a neep, there are not 6, Foot Water in it, but hard by there might be a very convenient Harbour with right deep Water; upon the West side of this, there is a riff of Rocks that run far out, and Ebb dry, but without it clean ground and shoal Water.

From *Morifons Haven*, to *Esk Water* mouth below *Musleburgh*, its near two Miles; the shoar about *Westpans* is foul, but then it turns in and makes a clean sandy Bay to the Westward, all-along here the Sea Ebbs far out, Especially off the watermouth, where it is dry for more than half a mile, and shoal water a good way beyond that. The Town is built, on the Eastside of the River, a peice up from the Entry; and *Fisher-row* over against it: But albeit the Sea flows that length, there is no conveniencie, for a fisherboat, to come in to them.

From the Point at *Eskmouth*, the shoar falls in again, and makes a long Bay, towards the *Magdalenpans*; Near the bottom of which is *Fisherraw* Harbour, where was once a Peir of Timber: But, the place lying very open, and the Sea Ebbing far out, it is not much frequented.

About the *Magdalenpans*, the shoar is foul; and there are some shoals, half a Mile off, where is not above 8. Foot at low Water.

From this it's two Miles over a clean Bay, that Ebbs far dry, to the *Black-Rocks* at the end of *Leith Links*.

Leith.

Leith Harbour is in the mouth of a small River of the same Name, and hath a fine Key of Hewen Stone, Built all-along from the Bridge downward, where Ships ly too, and make fast; the Entry hath a high and strong Peir on each side running far out towards the Sea; that on the West, has a large bosome and good Ground within, for Vessels to dress on; that again on the East, hath the depth and current of the Water passing along by it, which without the Heads, makes a sort of Chanel towards the N. N. W. but both the Harbour, and the sands, for three quarters of a Mile out to the *Beacon-Rocks*, fall dry at low Water. The Bar lyeth a litle way out from the Heads, and there is less Water upon it than in the Harbour, however at full Sea and spring Tide, there are 15, 16, and sometimes 18. Foot, and 9, or 10. at a Neep.

The Flowings are about S. W. and by S. but will alter a quarter of an hour, more or less according to the Weather, for a N. W. Wind makes the highest Tide, and a N. E. the greatest Sea, both on the Bar and in the Harbour.

Beacon-Rocks.

The *Beacon Rocks* ly near N. and by W. from the Heads, and are so named from a Pearch, that's placed on the very Westmost Point, they stretch above two Cables length towards the N. E. and are covered when there's between 3, and 4. Foot Water on the Bar, but a quarter of a Mile N. E. and by N. without them, there's a small Rock, that's only known by the Wair, or Breach at low Water, round this is clean ground, and 3. Fathom clofs on the out side.

Eastward from the Beacon, there are other two great ledges of Rocks, with riffs lying out, called *Leith-Craigs*, they are separated from each other by more than a quarter of a Mile of clean sand, so that Vessels when the Tide is in, pass between the *Beacon-Rock* and that next it, by bringing the *Long Craig* at the tail of *Insh-Keith*, with *Largo-Law*, or keeping the *Ballast-Key* open within the Heads; The sands from them to the shoar fall dry at low Water, and there's 5. Foot on the Bar when they are covered.

Leith-Road.

The ordinar Road is about a Mile and a half off from *Newhaven*, or two Miles N. W. and by N. from *Leith*, in 4. and a half, or 5. Fathom Water, Clay Ground. Also there's very good Riding a peice farther out, on 7. the *Hound-Point*, midway between *Cramond-Isle* and *Mickry*, being the mark, and *Men of War* ly yet farther off; but there's good Anchor Ground all round, only it's best for Big Ships to Moar South and North.

Ships lousing from the Road to the Harbour, readily take a Pilot, because there are sometimes litle Banks that grow up about the Entry, and again are carryed away by the Fresh-water Runs; And there's a sign made by a Flag on the East Peir Head, to shew what Water is on the Bar, however, it must be observed, that the Tide within the Beacon, and all the way to the shoar, sets fast away to the East a long time

before it be full Sea, so that it's best to keep up, especially if the wind be from the West.

Leith is a large Town, and well Built on both sides of the River, the South part is by far the greatest, and is finely seated, so that easily it might be made a place both of Trade and strength, but *Edinburgh* being so very near, and having the Absolute Jurisdiction, the Inhabitants thereof, notwithstanding *Leith* be the Port where they must Load and Unload, and ought in reason to be Encouraged, grudge it of the least Traffick, so that it's daily decaying and the Houses going to ruine.

Newhaven is about three quarters of a Mile *Newhaven* to the Westward of *Leith*, and there is yet the remains of an old Harbour, the shoar is foul, and there are some Rocks lying a litle way off, that appear not till low Water, but without them it's clean ground, 2. Fathom, and 3. half a Mile from Land, also between and *Leith* there are a great many big Stones, some right far out, and clean sand beyond them, that falls dry all the way to the Beacon.

From *Newhaven* to *Roystoun*, a very fine *Roystoun* House, which together with *Grantoun*, makes a great figure on the Coast, are two Miles; the shoar between is uneven and foul, yea there are some Rocks lying a good way off and but shoal water, not 2, Fathom without them.

Half a Mile west from *Roystoun* there is a Rocky Point, and some foul Ground lying a litle out, but clean sand all round, and it Ebbs dry from it all the way to *Cramond-Isle*. From this Point the Land turns in, and makes a Bay towards a small Tide Haven belonging to *Muirhouse*, it hath two stone Peirs, and at *Muirhouse Haven* full Sea, near as much water as at *Leith*, between this and *Cramond* the shoar is low and foul.

Cramond is two Miles and a half to the westward of *Roystoun*, at the Confluence of the River *Almond*, with the Sea; Here it Ebbs dry as far out as the *Island*, but before full Sea, small Vessels upon occasion, may go in to the water mouth, and if there be no freshes in the River, ly well enough. The *Isle* is near a Mile right off from the Town, and People walk in to it when the Sea is out; The length is not half a Mile, and its very Rocky and wants fresh water: About two Cables length from the North end there's 3. Fathom and clean sand, and without a litle Rock on the East side, 2. where Barks frequently drop an Anchor when the wind is west, or to wait for Tide in *Leith Harbour*. From the out part of this *Isle*, west to the *Hound-point*, being two Miles and a half, the sands ebb dry and are clean and flat in to the Land, only half a Mile off from *Barnbughal*, a great high House built on a Rock that's washed by the sea, and is very remarkable, there are some scattered Rocks named the *Bucghans*.

But without these sands, there's a large and dangerous Bank called the *Drum*, that runs out from the *Hound-point* above a Mile and a half *Drum* N. E. and B. E. and then rounds in between *Mickry* and *Cramond-Isle*. The outmost part lyes half-way over to the North shoar, and in some places falls dry at low water, and stream Tide, but is steep too, 3 Fathom clofs, and 5, 6. a litle

little off, and come no nearer than 7; the ordinary Marks to keep free are *Mickry Stone*, a little without the South-most End of the long Craig at the Tail of *Inchkeith*, or the E. End of the Town of *South Ferry*, clear out from the *Hound Point*, or much rather the *Warrenwell Point*; but the best Way to pass by, is to keep on 12 Fath. Water, or 16, 17, which is half a Mile off.

Hound Point. The *Hound* is a remarkable Promontory, shooting out from the S. Side, far into the Sea, and the Land riseth by Degrees to a Height, called the *Munch-bill*; the Point is steep and rocky on the Outside, and the Sea ebbs a Cable's Length out from it, where a large black Rock, scarcely overflowed at full Tide; and within that, to the Westward, a large clean Bay, where 15, 16 Foot at high Water, and in the Offing 8 Fath. clean Ground, Ouse and Clay.

Warrenwell Pt. On the W. Side of this Bay the Shoar is flat and rocky for a Piece, and is called the *Warrenwell Point*; and then it turns in, and winds along by the *Halls*, where the Passage Boats readily ly to the *Queen's Ferry*, and is all the Way low, and foul pretty far out.

Here is the remarkable narrow Passage mentioned in the Beginning of this Chapter, which terminates the Firth of *Forth*, and where the Part commonly named *The Water or River of Forth* begins; and there in the fair Way lies *Garvy Isle*, a long narrow Rock pretty high, and steep too, stretching up about 170 Paces W. and by N. half Nly, and foul a Piece out at both Ends. Upon the Top of it are the Remains of an old Tower and Fortrefs happily enough situate (if truly improved) to prevent the Insults of Enemies; for the Distance between it and the N. Ferry Point, where Ships for the most part pass, and where the Water is very deep, 30, 32, and 33 Fath. and the Current pretty quick, is not above 400 Paces: 'Tis true, the Distance between the Isle and the S. Land is much greater, being about 720 Paces; but the Passage on that Side is not much frequented, for there is a sinking Ousey Bank, that shoots out from the Shoar half Way over, and falls partly dry at low Water and Spring Tide; it lies off the *Halls*, and rounds in to the Ferry Bay, and is steep too, 5, 6 Fath. close, 15 a little Way out, and 22 within half a Cable's Length of the Isle; they that pass this Way, keep the Bell-house of *Dalmenie Church*, which stands about half a Mile up the Country, clear in View, and so are free of the Bank.

Bimer. About a Mile up the Water from *Garvy*, and in the fair Way also is *Bimer*, a pretty large Rock, scarcely overflowed at full Sea and Spring Tide; the Ground all round is clean, and the Water deep, 32 Fath. within a Cable's Length on the S. Side, and 23 about the same Distance on the North, and then shoals by Degrees into both Shoars; the Passage on the S. Side is broadest, and most frequented, but that to the North is good enough.

Queen's Ferry. The Town of *Queen's Ferry* is a Place of Trade and Shipping, right well built round a very convenient Bay, which is about 160 Paces over, and falls dry as far out at low Water; but the Ground being good, Ships ly in it well enough; yea Ships of 50, 60 Guns do clean there; the Flowings are S. S. W. and the Sea riseth 16, 17, and 18 Foot in Spring Tides. The ordinary Road is a little Way off on 3, 4 Fath. but a Cable's Length further, there is good Anchor Ground also on 8, 9 Fath. At the W. Point of the Bay there is a small Harbour within Peers of Stone, where they lay up their Vessels, and upon Occasions load and unload: W. from this the Shoar for half a Mile is low and foul a Piece out; and beyond that there is a clean Bay, where as much Water as in that of the Ferry, but freer from the Easterly Wind and Sea; it ebbs dry, and is flat a good Way out, and there's a Bank.

From the N. Ferry Point to *Kinghornness*, it is 3 Leagues and half a Mile E. N. E. a little Northerly, the Shoar all along very crooked and ragged in several Parts, high, and for the most part foul; and there are many Rocks lying off, some whereof always appear, some near half Tide, and others only about low Water; the Land lies in N. from the Ferry Point, for a Mile and a Fourth-part to *Inverkeithing Peer*, and being steep and high, is commonly called the *High Land*. About Mid-way, there is a clear sandy Bay, named *Portling*, but on each Side it is rocky and foul a Piece out.

The Entry to *Inverkeithing Bay* or Harbour, is large *Inverkeithing* and open, and there is a long, high and strong Peer of *thing*.

Stone, built out from the S. Point, towards the N. where 15, 16 Foot Water at full Sea and Spring Tides, and 8, 9 at Neeps: The Bay is of a triangular Form, very shallow, having many big Stones, and some hard Ground in it. The Town is finely seated on a rising Ground, a large half Mile right up from the Entry; and along the Shoar below, there is a large and convenient Key of Stone, where Vessels that draw 8 or 9 Foot Water, come and take aboard Coal or Salt; for the Rivulet that enters the N. W. Corner of the Bay, running along by it, makes a sort of narrow Chancel down to the Entry. In Spring Tides it ebbs dry about two Cables Length without the Peer, and there is a Range of great Stones lying cross, but overflowed before the Tide comes within the Entry. The Road is safe and convenient, and very much frequented, being about a Mile right out from the Entry, and half a Mile off the North Shore, on 7, 6, 5 and 4 Fath. Water, tough blew Clay, and shoaling by Degrees into the Harbour. The ordinary Mark for Ships, is *Isle Garvy*, and the West Part of the Town of *South Queen's Ferry*, from the Point on the N. Side of the Entry to *Inverkeithing Bay*, it is half a League near E. and by N. to *Douny Point*, the Shoar very crooked, and for the most part high, rocky and foul.

From *Douny Point*, to *Breafitness*, it is a Mile and a Quarter E. N. E. the Shoar ragged and rocky for a Piece; and then there is a long hallow Bay lying in below *Dalgaty*, that is very foul and shallow; and several Rocks ly in the Offing, as *Douny*, *Thank*, and others; but without them, the Ground is clean, and 18, 20 Fath. Water. *Breafite* is a high rocky Point, and fould a good way out, and three Fourth-parts of a Mile. About E. S. E. is the notable *Isle St. Columb's*, the W. Part is by far the largest, but the E. the highest; and in Spring Tides, the Sea flows between them, over a low Neck, that hath a sandy Bay on each Side; and to the W. of it, are the Remains of a large Abbey, with a high square Tower, that makes it very remarkable; the rest of the Isle is rocky and foul all round; and there is a long Riff of ragged Rocks that ly out from the W. Tail of it, and half a Mile off; and near the same Distance from *Breafite Point*, is the *Haystake*, a small Isle or Rock so called from the Shape: Also, half a Mile N. E. from the E. Point of it, is the *Carcraig*, such another little Isle as the *Haystake*; but there is a large Flate of Rocks, some Parts whereof appear at low Water and Spring Tide, that lies all the Way between it and *Isle Columb*, and is very broad, stretching near half a Mile in towards the Main; this the Fishers name *Madula*: There is three Fath. close on the out-side.

About three Fourth-parts of a Mile E. S. E. from the E. Point of *Inch-Columb*, are the *Oxscars*, a long Riff of dangerous Rocks that ly in the very fair Way, and are covered before half Tide; about low Water they appear pretty high, and there is a Cut or Open about the Middle, and a long shallow Bank, that tails down E. from them.

The best, safest, and ordinary Passage up and down the Water, is between them and *Inch-Columb*, 23 and 24 Fath. about Mid-way 22, 20 and 18 Fath. within a Quarter of a Mile of the Isle, to which Ships keep readily nearest the ordinary Mark. Near half a Mile E. S. E. from the *Oxscars*, is *Mickry Stone*, a square sort of Rock, very remarkable and high, always above Water: It is foul on the E. Side, and a Riff lies out a pretty way N. and by E. from it; between and the *Oxscars* are 3, 4 Fath. Water, and clean Ground.

About a Quarter of a Mile South from the Stone is *Mickry*, a fine little low Isle of a triangular Form, and between them 3 Fath. Water, it hath a Riff lying out S. E. from the Tail of it; the Tide runs up and down very quick between these Isles and Rocks. From the *Breafite Point* or Nefs, it is near two Miles N. E. to the *Halkcraig Point*, the Shoar all along very uneven (there being several little Promontories and Bays) and some Parts are high, rocky and foul, others again low, clean and sandy; and there are several Rocks, and much foul Ground in the Offing, whereof some appear only about low Water, as the large Flate called *Demas*, so that no Vessels pass that Way, except such as are well acquainted: The *Halkcraig* is a long sharp Promontory,

Road.

St. Co-
lumb's IsleCarcraig
and
Madula.

Oxscars.

Mickry
Stone.Mickry
Isle.

Demas.

ry, steep and rocky on the W. Side, and in the Corner of the Bay, a small Rivulet falls in, where a Key for loading Coal and Salt, and 9 or 10 Foot Water in Spring Tides, the House and Town are built a Piece up from the Harbour, and make a pretty good Appearance. On the E. Side of the *Halkraig*, the Shoar turns in Northward for half a Mile, and falling low, makes a large, clean sandy Bay, and then stretches E. and by N. for near two Miles to the Back of *Bruntisland*, where making a turn Westward to the *Roseneys*, forms a long, shallow foul Bay. Between the *Halkraig* and *Roseneys*, and near half a Mile from Shoar, there is a long Riff of Rocks, called the *Commons*, whereof some Parts appear about half ebb, and others not till near low Water: The *Roseneys* or *Rosend* is rocky, very foul all round, and that a good Way out, and is the westmost Point of the Peninsula, whereon *Bruntisland* is built, and about 300 Paces E. from it, upon a steep rocky Height, stands the Castle, a large and fine Building, that makes a good Appearance, and right below it is a long Peer of Timber and Stone, carried out to a rocky little Isle, from the End of which, there is a Head of Stone built out E. to the Entry; all these inclose the W. Part of the Harbour. The Shoar along the full Sea Mark is low and clean, and near the Middle there is a Key of Stone built straight out, called the *Ironcraig*, where Ships ly too upon Occasion, and to load and unload. Part of the Town is built along there, and on the E. Side, where the Land rounds in to a little Fort, from which there is another Head of Stone carried W. towards the former, and between them is the Entry; but without, on each Side there is a Riff of Rocks stretching off a good Way, which being soon overflowed, a Peach is readily placed on the Points of them; in Spring Ebbs it falls dry a Piece without the Heads; but at full Sea there will be 20, 22 Foot Water between them, and 10, 12 in Neeps: The Flowings are S. W. and by S. and a S. E. Wind makes the greatest Sea, and highest Tide in the Harbour. Ships run right in, and when within the Heads, turn to either Side, where they More or Make fast with an Anchor at Head, and a Land fast at Stern; the Ground is very soft, deep and ouly. Chains would be very convenient for Making fast, to prevent Damage upon Anchors, which sometimes happen: The Road is about a Mile off, and a little W. from the Harbour, on 6, 7, 9 and 12 Fathoms Water, good Clay Ground.

Mark. *Bruntisland* is a fine little Town, very well seated, and the Streets broad and streight, and the Harbour, by far, the best, largest, and safest in the *Firth*, and was a Place of good Trade and Shipping, but is now much decayed, as are also the Peers.

Road. From the Harbour to the *Clayneys*, it is three Quarters of a Mile E. the Shoar, all the Way steep and rocky: This is the Eastmost Point of the Peninsula; and about a Cable Length off towards the S. E. there is a Rock that appears near at low Water; from the *Clayneys* the Shoar turns in Northward, and forms a large, sandy, shallow Bay to *Kinghornness*, and a large half Mile right off the Shoar; and about 300 Paces E. and by S. from the *Clayneys*, is a large Rock, called the

Black-craig. *Blackcraig*, not altogether covered at full Sea, but a Quarter of a Mile without it the Sand falls dry, and is steep too, 3, 4 Fath. Water close, and 7 a little Piece off: This Bank or Sand rounds out from the *Clayneys*, and tails into *Kinghornness*, and must be noticed by Ships edging along the Shoar; the *Carecraig*, or the *Carelingnose*, with *Inchcolumb* Steeple, keeps free of it. From the *Clayneys* to *Kinghornness*, it is a Mile and three Quarters E. and by N. On the W. Side of this, there is a little clean sandy Bay, and a Head of Stone called the *Pettycure*, which falls dry long before low Water, and is only used for the Passage Boats.

Kinghornness. *Kinghornness* is a rocky Promontory, and foul a good Way out; the Land just above rises pretty high, and is very remarkable: About a Mile off, towards the South, there is a large flat Rock, called the *Blea*; upon which only 16, 18 Foot at low Water, and readily a rolling Sea.

From *Kinghornness*, over to *Inchkeith*, it is two Miles and an half S. E. half Southerly, and deep Water 19, 20 Fath. About Mid-way, a large and clear Passage, and the fair Way up and down the *Firth*.

Inchkeith *Inchkeith* stretcheth S. E. half Southerly, and is in Length three Quarters of a Mile, and near a Fourth-part

where broadest, which is at the N. W. End: This Island is rocky, pretty high, and very remarkable, there being the Remains of an old Fort and House upon the Top of it; from which it falls lower and narrower all the Way to the S. E. Point, where are several Rocks, and much foul Ground lying off: The nearest, and most remarkable, and upon the same Stretch with the Island, is the *Longcraig*, so named from its Shape, being about a Quarter of a Mile in Length; and when the Tide is out, is join'd to the Isle, but a great Part of it appears always above Water, and is a notable Mark upon several Occasions. About two Cables Length from the *Longcraig*, and upon the same Stretch, is a long Ridge of Rocks, called the *Briggs*, that does not appear till near low Water: Close on the S. W. Side are 2 Fath. Water and a half, and 3, 4 at a little Distance; also in the Gut between it and the *Longcraig*, 2 and 3 Fathoms, where some Vessels have adventured to pass, by bringing the Church Steeple of South *Leith* in a Line with that of the High Church of *Edinburgh*.

Near a Mile S. E. Easterly from the Tail of the Island, and about half E. and by N. from the *Briggs*, is the Rock *Harwit*, a long Riff also, that appears only at low Water and Spring Tide; between them are 4 Fath. and 4, 5 close on the E. Side; but a League S. E. Easterly from *Inchkeith*, and between it and *Prestonpans*, is a dangerous Rock called *Carcraigwaff*, lying in the fair Way of the Passage on that Side; it is a round flat Rock, and is seen only at low Spring Ebbs: Close on the N. Side are 3 Fath. Water, and 7, 8 about a Mile off, and much the same towards *Harwit*; on the S. Side are 4 and a half, and 5 Fath. which is the greatest Depth between it and *Musleburgh*: To sail free on the N. Side, between it and the *Briggs*, keep *Mickry* Isle, with the *Carelingnose*, or *High Land* above the N. Ferry; and on the S. Side, between it and the Shoar, the said Isle, with the Open of *Inverkeithing* Harbour. Also, a large half League W. S. W. from the Top of *Inchkeith*, and near Mid-way between *Leith* Beacon and *Kinghornness*, is the *Gunnel*, a very narrow Rock, but about 150 Fathoms long. At low Ebb and Spring Tide, there are only 10 or 11 Foot Water upon it, the Stretch is towards the Island, and a Ridge of Sand runs right out from it that Way for near half a Mile, that deepens by Degrees from 14 to 18 Foot Water, and 10 to 5 Fathom, which is the greatest Depth between it and the Island; on the North side of the *Gunnel* are 4 Fathoms close, and 3 on the South, clean Ground. This Rock lies in the fair Way to and from *Leith* Road, so that Ships of Burden must take care of it. *Mickry* Stone, with *Garvy* Isle, or with the *Hound* Point, keeps you North from it; and when the little Village *Newhaven* is with the East Part of the Castle of *Edinburgh*, you are clean to the West of it. There are other Rocks lying about *Inchkeith*, but very near, as the little West Rock, that is always above Water; the South Rocks, a long Riff, that lies about a Cable's Length off, and covered by half Tide, and between it and the Shoar clean Sand, that falls dry at low Water: Upon that Side, a Piece above the Place where the Boats ly, is a large Spring of excellent Water; also on the East of the Isle, there is good Anchor Ground, about three Fourths or a Mile off, on 7, 8 Fathom.

From *Kinghornness* to the Bass, E. one half Northerly, 7 Leagues and near 1 Mile, to the *May* Isle E. N. E. Easterly, near 9 Leagues to the *Sachar* Point at the *Ely*, N. E. and B. E. a little Easterly, near 6 Leagues.

On the East-side of *Kinghornness*, the Land turns in Northward, and the Shoar for some Way is rocky and foul; but right under the Town, and towards the Church, there is a clean sandy Bay, that ebbs far dry; and from the Point below the Church, there is a Head of Stone built out Southward, where Vessels upon occasion ly well enough.

From *Kinghorn* Church to *Seafeld*, an old remarkable Tower, built close to the Sea; it is a large Mile N. N. E. The Shoar for the most part high, rocky and foul far out, and there are several Rocks lying a Piece off, some whereof appear not till about low Water. The most remarkable are called the *Vows*, the biggest of which lies a Quarter of a Mile right out from *Seafeld*, and is not altogether overflowed; close on the East-side are 3, 4 Fathom, and a little Way off 7. There are also some other Rocks that stretch from this along

along the Shoar, in towards *Kirkaldy Sands*: From *Seafeld* to *Ravensheugh* Point, it is near a League N. N. E. and the Shoar being low, rounds in, and forms a long, clean, sandy Bay between them, that ebbs far dry.

Kirkaldy. *Kirkaldy*, and a Village called the *Links*, are stretched close alongst it for about a Mile and an half. The Town is well built, well peopled, and is a Place of good Trade and Shipping; the Harbour is at the Eastmost Part, within a long, high and strong Mole of hewn Stone, where 10, 12 Foot Water in Spring Tides, and 6, 7 in Neeps; but is not safe in Winter, there being a great Sea, and a Run, especially with a N. E. Wind; and it ebbs dry a great Way without the Head: The

Road. Flowings are about S. S. W. the ordinary Road is half a League right off on 7, 8 Fath. Water good clean Ground, the Church of *Kinghorn* edging on the Out-side of the great *Vow*, being the Mark: There is foul Ground without that, and then it is clean again, where Ships also ride on 10, 11 Fath. A little Piece E. from *Kirkaldy*, is *Path-head*, a populous Village, built upon a Height; and at the End of it is *Ravensheugh*, a great old ruinous Castle: From *Ravensheugh* Point, where it is foul a Piece out, to *Leven's* Mouth, it is N. E. two Leagues and a half large, the Shoar for the most part low, but uneven, rocky and foul a good Way out. There are several Towns and Harbours in this Tract, the

Dysert. Westmost is *Dysert*, where a fine convenient Harbour, covered on the East by a strong Bulwark of Stone, and by a high Point of Land: On the West, the Entry is right in, but narrow, having Rocks on both Sides, that appear not till near low Water; those on the West-side ly farthest out, and have a Pearch near the Point of them: Within the Head are 13, 14 Foot Water in Spring Tides, and 8 in Neeps: The Flowings are S. S. W. and a N. E. Wind makes the highest Tide and greatest Sea, which occasions sometimes a Run in the Har-

Road. bour. The best Road is a good Mile off, on 8, 9 Fath. the Ground blew Clay; the Top of the *East Lomond* appearing above Land, is a good Mark; but between it and the Shoar, there is much foul Ground, and some rocky Knobs half a Mile out, upon which about 7 Foot only at low Water, so that Ships passing up and down must keep off. In the Summer Time Vessels ride between *Ravensheugh* and *Dysert*, about a Quarter of a Mile from Land, on 3, 4 Fathom Water, where a long Tract of clean Ground, but foul without that: The Town is built on a rising Ground, up from the Harbour, and was of old a Place of great Trade and Shipping, but the chief Business now is Coal and Salt, for which it is one of the principal Ports.

Wester-Weems. A good half League to the Eastward of *Dysert*, is the Town of *Wester-Weems*, a considerable Port also for Coal and Salt, and hath a convenient Harbour, within a strong Bulwark of Stone, it is in the Corner of a Bay; and the Point or Promontory where the Town stands, covers it very much from the East-Wind, where it is rocky and foul a good Way out: There is a Rock on the West-side of the Entry, a Piece without the Head, but overflowed as soon as the Tide enters the Harbour, and there is a Pearch upon it. The Flowings and Depth of Water are much the same as at *Dysert*, the Road also is a large Mile off, on 8, 9 Fathom, the Top of the *East-Lomond* just appearing above Land, is the ordinary Mark: But there is much foul Ground between it and the Shoar, and some very shallow Knobs, especially East from the Point.

Weems Castle. A little Piece from the Town, is the House or Castle of *Weems*, a very large, strong and noble Building, mounted on a Rock close to the Shoar, and makes a notable Appearance towards the Sea. About a Mile beyond this is the Town of *Easter-Weems*, built close along the Shoar, where a small Creek or Place for Fisher-

Easter-Weems. Boats: And upon a Height East from it, the Castle of *Easter-Weems*, a great Building, now ruinous. Next to this is *Buckhaven*, a famed Fisher-Town, stretched alongst a rocky Shoar, where it is foul far out. A good

Metthill. Mile from *Buckhaven*, is the *Metthill*, where within two strong, high and well built Moles of hewn Stone, carried out from the Corners of a clean sandy Bay, is a large and convenient Harbour; the Entry, it is true, is rocky and foul a Piece out on both Sides, but overflowed before the Tide comes within the Heads, and upon the Point of the Westmost Rock, there is a Pearch,

which must be kept close on *Babart* Side, going in: The Flowings are near S. S. W. and there are 13, 14, 15 Foot Water in Spring Tides, and 8, 9 in Neeps. A N. E. Wind makes the greatest Sea in the Harbour, and has a Run with it, and must be taken care of; the Road is about half a League off, on 9, 8 Fath. This is a principal Port for Coal and Salt, and well frequented.

A short Piece N. E. from the *Metthill*, is *Levensmouth*, where Ships of good Burden go in, and ly very well and safe, in a Turn of the River at the Town: There are 12, 13 Foot Water in Spring Tides, and 7, 8 at a Neep in the Entry, where it ebbs dry a good Way out, and there are big Stones on both Sides, also the Freshes make Alterations in the Chanel, so that a Pilot is needful. The Road is right off, on 8 Fathom good reddish Ground: The Town is built on the East-side of the River, and is a Place of Trade and Shipping, and also affords Coal and Salt.

From *Levensmouth* to *Kingcraigness* it is five good Miles E. a little S. over a long rounding hollow Bay, the Shoar all along low, and for the most part clean and sandy; it ebbs dry a good Way out, and the Water deepens gradually from 2, to 3, 4, 5 and 6 Fath. About 2 Miles off, near the Bottom of this Bay, is the Town of *Largo*, where a Creek for small Vessels and Fisher-Boats: And a large Mile up from it, is the remarkable Hill *Largo Law*. About half a Mile on the West-side of *Kingcraigness*, there is a low Promontory of Land that stretches a good Piece into the Sea, called *Rindons-nook*, it is foul all round, and there are long Riffs lying out on both Sides of the Point, but without them clean Ground, and 3, 4 Fathom Water. *Kingcraigness* is a high, steep and rocky Promontory, especially towards the S. E. and is called also by Seamen the *Heugh*; a large Stone House that stands a short half Mile up from the Point, makes it easily known.

A good Mile, near E. and B. S. from *Kingcraigness*, is the *Chapleness*, a low rocky Promontory, foul all round, and a good Way out; the Remains of an old Chaple upon the very Point, gives it the Name: But off from it ly two dangerous Rocks, called the *Vows*; the one to the S. W. and B. W. and the other to the N. E. and B. E. of the *Ness*: They are about half a Mile asunder, and near 300 Paces from Land; the Eastmost is the most dangerous, and overflowed at half Flood, lying a short Mile from the Harbour. A little without it, there is 4 Fathom, a Piece further 5 Fathom: Come no nearer, then there is 7 and 12, a Mile off.

From the *Chapleness* to the *Sacharnefs*, it is a large Mile East, over a hollow Bay: The *Earl's Ferry*, a Fisher-Town, is built along the West Part, where the Shoar is low, rocky and foul, far out in the East Corner of the Bay, where it is clean.

The *Ely* Harbour is a large, safe and convenient Place, that may be taken with West Winds, and is covered from all: It is within a little rocky Island, that hath a Head of Stone built out from it, towards the West falls dry, and is also joined to the Land by a Peer: In Springs there is 18 Foot Water in it at full Sea, and 10, 9 at Neeps, the Flowings are near S. S. W. The ordinary Mark for running in, is to bring the Top of *Largo-Law* a Foot and a half above *Kingcraig-heugh*, and to keep it till you are up with the Town, and then the Harbour begins to open, where you may keep by the West-side of the Head, and ly any where without Fear of Damage by Anchors, the Ships being all made fast by a Chain. The Road is a good Mile off, on 11 Fathom, Ouse and Clay below; the Mark is *St. Monance* Steeple, a little out from *Sacharnefs*, and the Harbour bearing N. N. E.

From the *Sacharnefs* a rocky and ragged Point, but steep, to W. *Billynefs*, it is N. E. and B. E. one League and a half, the Shoar all along very uneven and rocky, and in some Parts foul a good Way out. Half a Mile E. and B. N. from the *Sachar*, and near 300 Paces from Land, is a little Rock called the *Ox*, that appears not till low Water; close without it there is 3 and a half, or 4 Fathom, Sand and Chanel Ground: Come no nearer, for Vessels borrowing too near the Shoar have sometimes wracked upon it. Also a little to the Eastward of old *Ardrofs*, an old square Tower, built close to the Shoar, there is a Rock lying off, called *Scotte*, but not so far as the *Ox*. Two Miles to the Eastward of the *Sacharnefs* is *Newwark*, a large Building on a steep Rock,

Pitten-
weem.

washed almost round by the Sea: And a little Way East from it is St. Monance, a fine little Fisher-Town, built close along the Shoar, and hath a Creek with a Key for small Vessels and Boats; the Church, with a high pointed Steeple at the West End of it, makes it very remarkable. Near a Mile and a half to the Eastward of St. Monance, is *Pittenweem*, a right fine Place and well built: The Harbour is just below the Town, in the Corner of a little Bay, and covered from the Sea-storm by a long and strong Peer; it is foul and rocky on both Sides of the Entry, which is but narrow, which lies in N. N. E. towards the Out-point of *Gulness*: And that a good Piece out on the West-side, there are Pearches or Beacons all along, which must be kept within half a Ship's Breadth, and so close in by the Head to the Bay, which is pretty large and safe, and the Ground very good: The Flowings are near S. S. W. and at full Sea and stream Tide, there are 14 Foot Water within the Head, and 8, 9 at a Neep. A N. E. or a N. N. E. Wind, makes the greatest Sea, both in Entry and Harbour. The Road is about a Mile S. off the Harbour, on 12, 13 Fathom clean Sand; the Top of *Kellolaw*, a little West from the Town, is the ordinary Mark. There is a Creek also in West-corner of the Bay, called the *Westhaven*, frequented by the Boats in Time of Fishing; also a blind Rock about half a Mile off a Piece East, and off the Back of the Harbour, in which 2 Fathom at low Water. Some more than half a Mile East from *Pittenweem* is *Billyness*, a pretty high Point, rocky and foul all round, and that a good Way off.

Anstru-
thers Er.
and Wr.

From *Billyness* to *Fifeness*, the Coast stretcheth N. E. 2 Leagues and a large $\frac{1}{2}$, and for the most part is low, but very uneven, foul and rocky. On the East-side of *Billyness*, the Land turns in, and makes a pretty hollow Bay, that is above a Mile over; it is very foul on the West side, and near the Bottom there is a small Water that runs in, and separates the Towns of *West* and *Easter Anstruthers*: The first is sadly decayed, the best part of it being ruinous, as is also the Haven, which is a great Loïs; for, with no great Charge it might be made a fine little convenient Port, where small Vessels or Busses might run in at high Water, and ly very safe. But *Anstruther Easter* is a right fine Town, and very well built close along the Shoar; and, together with the House of *Anstruther*, and the Church, with a handsome Steeple that stands on high Ground above it, makes a very good Figure towards the Sea: The Harbour is very large, safe, clean and

convenient, and defended from the Sea by a long, high and well built Peer of Stone, and without it ly a Ledge of Rocks. Without the Entry it is very foul and rocky, but all overflowed; and there are three Channels to sail in by, the West Chanel, the Middle, and the East, called also, *The Smiths Depth*. The Course in at the West Chanel is N. and B. E. and in at the other two N. W. There are also particular Marks for each of them, by Houses and Chimnies in the Town; but these are for People who are acquaint, and not for Strangers, who must take a Pilot. The Depth of Water in the Harbour at Streams and Neep Tides, and the Flowings, are much the same with *Pittenweem*, and a N. E. or a N. N. E. Wind makes the greatest Sea. The ordinary Road is about a Mile off, on 9 or 10 Fathom, *Kello* to the *Bog* being the Mark; but it is best for Strangers to keep on 16, 17 Fathom good sandy Ground, and about two Miles from Shoar, no nearer than 5 or 6 Fath. Next of *Anstruther Easter*, and just joining to it, is *Kilrenny*, commonly called *Silverdykes*, a right *Kilrenny* good Town, built close along the Shoar: The Harbour is at the East-end of it, is pretty deep, and covered by a hewen Head of Stone; upon a Height above it, is a Wind-Mill, that makes it easily known.

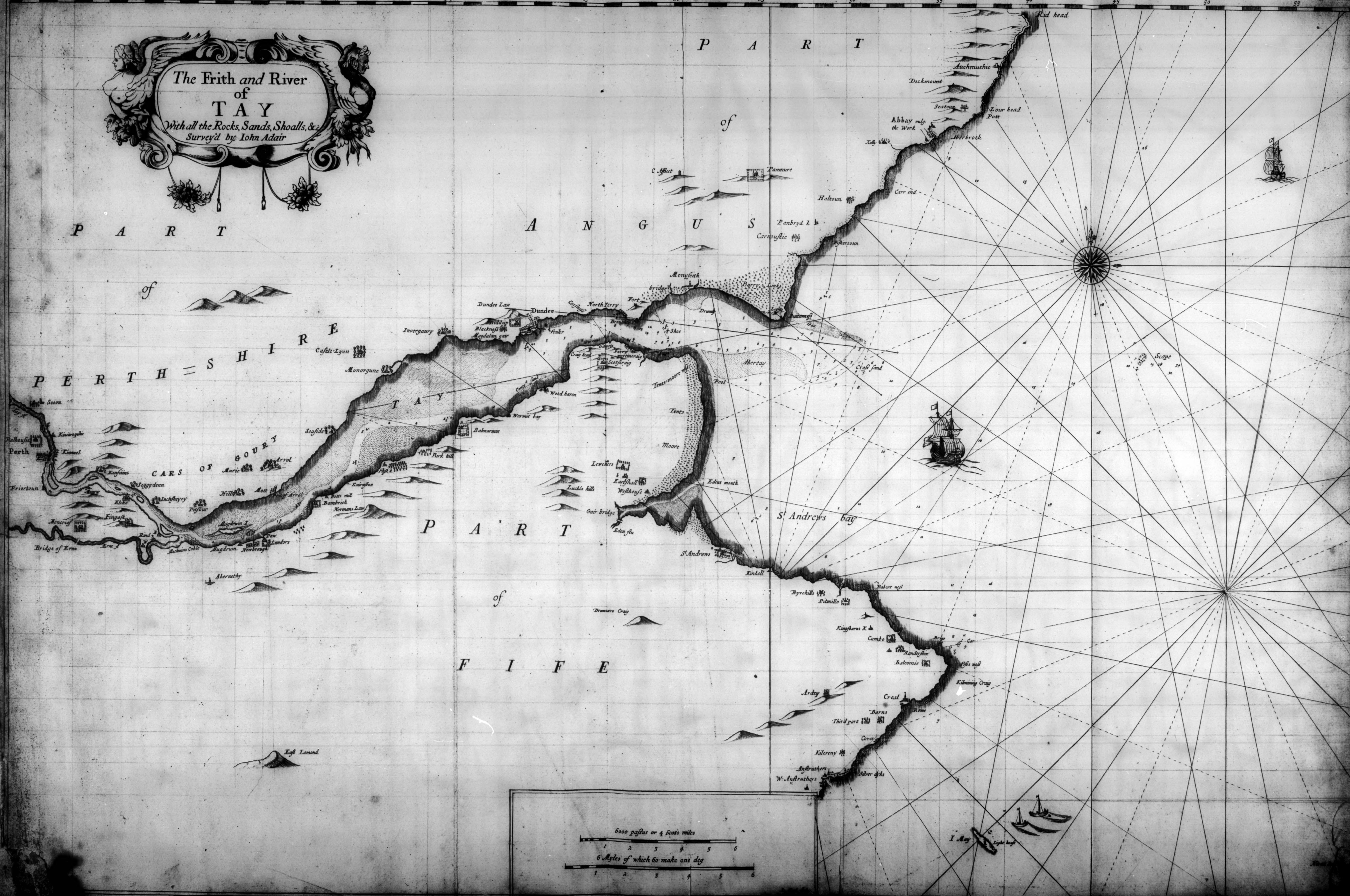
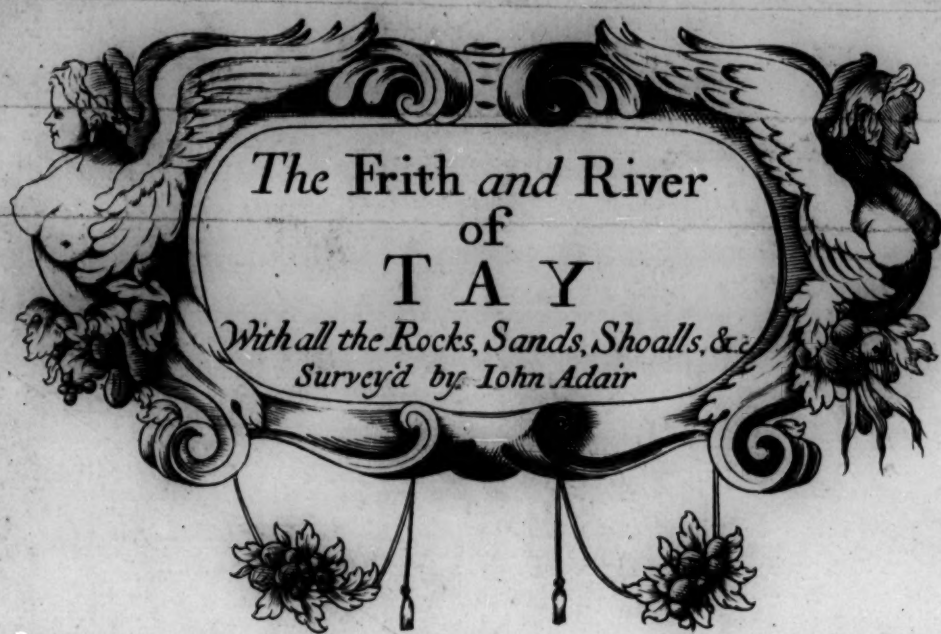
Creil.]

From this to *Creil* it is near a League, the Shoar all the Way very foul, and there are some Rocks that ly above a Cable's Length off; so that you must come no nearer than 5 or 6 Fathom. *Creil* is built upon a Height right above the Shoar, the Church, with a high pointed Steeple, makes it very remarkable; below it the Land turns in, and forms two little Bays: The Harbour now in Use is the Westmost, within a little Head; the Entry is very narrow and rocky without, and there is a Rock called the *Middle-Thile* lying in it, overflowed, when the Tide enters the Harbour, at high Water 10 Foot at a Stream, and 6, 7 at a Neep. E. S. E. Wind greatest Sea. In the East Bay there is a very good Place for a Harbour, which by Help of a strong Peer, would be covered from most Winds, and would receive Ships of great Burden; the Name is *Rome*, falls dry at low Water.

Rome.

From the Point without *Rome* to *Fifeness*, it is near two Miles, the Shoar rocky and foul, and that a good Way out. About Mid-way is the remarkable Rock, standing on the Sea-side, called *Kilminning-Stone*, one of the Marks to sail free of the Car.

Fifeness in Lat. 56 Deg. 16 M^r



CHAP. IV.

The FRITH, and RIVER,

OF

TAY.

THE Frith of *Tay*, being the wide Inlet, or Bay, that lyeth in between *Fifesneß* on the south side, and the *Redhead* on the North, is 8. Leagues and near a Mile over, and 3. Leagues and a half in to the bottom, where are two long and dangerous Banks, *Abertay* and the *Gaa*, stretching out from the Land towards the Sea.

Between these is the Entry to the *River* or *Water* of *Tay*, which so far up as the Sea flows, may well enough be divided into three parts; The first being pretty straight and deep, is from the Entry to *Dundee*, and is passable at low Water by Ships of any Burden; The next is from *Dundee* to *Newbrough*, which albeit of a good breadth, falls dry for the most part every Tide, unless it be in the very Chanel of the Water; The third is from *Newbrough* to *Perth* or *St. Johnstoun*, narrow and crooked, and so shoal in many places, that a Boat cannot pass when the Sea is out. Of all which in particular by and by.

This *Frith* lyes altogether open, and with any Wind that blows in, hath a very hollow Sea, but except a few places, there is clean white sand all over, with peices of shells here and there, and the Water shoals by degrees, in to the Land, from 18. Fathom the greatest depth within the *Scape* or *Cape*, to 16, 14, 12. and 8. 7. about a Mile off on both sides. The greatest part of the shoar is foul and Rocky, and there are very few Harbours or places of shelter all-along. The Flood runs swiftly to the southward in the offing cross the Bay, but to the West in towards the Entry of the River, where the Water rises about 3. Fathom in a stream.

Cape. The *Scape* or *Cape*, is the most dangerous Riff of Rocks on all the East Coast of *Scotland*, and lyes right off the middle of the Entry to this *Frith*, bearing from the *Light-House* of *May* N. and by E. about half Ely. 6. Leagues and one Mile.

From *Fifesneß* N. E. and by N. a litle Nly. 4. Leagues and a half.

From the Entry or mouth of *Tay*, E. 3. Leagues and two Miles.

From the *Redhead* S. S. E. near half sly. 4. Leagues and a half.

And from *Abertroath*, which is the nearest Land, S. E. about 4. Leagues: It's a large Rock above half a Mile in length, and hath a tail stretching S. S. W. that appears only at low-Water; On the out-side towards the Sea, there are 6, 7. Fathom, closs, and hard ground, 15. a Cables length

off, and 26, 28. at the distance of half a mile, come no nearer; On the inside also there is 4. Fathom closs, 6. a litle farther, and then 9, 10. and 16. towards *Tay*; the ground all the way clean sand. Between and *Aberbroth*, 16, 18. and much foul ground, and towards *Fifesneß* the same deepings, but clean till near Land. This Rock is seen about two hours before low Water, but if the Weather be not very easy, there's a hudge breach on it, for the most part of the Tide, that appears at a great distance, and you are on the top of it, when the old *Colledge* Steeple of *St. Andrews*, is in a line with the *East Lomond*. The *Pott*, (a remarkable hollow Cliff on the shoar, a mile and a half North from *Aberbroth*) with *Dickmount*, a round Hill a peice within Land. And the *Baß* just appearing without the North Heugh of the *May-Isle*. But these marks being at a great distance, it's best to come no nearer on the out side, than 30, or 32. Fathom, and 10, or 12. within.

Fifesneß is a low Rocky Promontory, that shooteth far out towards the East, and separates *Fifesneß* the *Friths* of *Forth* and *Tay*; There's a lagre House with a great many Trees, about a Mile up the Land, called *Balcomy*, that makes it very easily known: The shoar quite round is foul, and just without the Point there's a litle Rock that appears only at low Water.

From *Fifesneß* the shoar stretcheth N. W. for four miles and a quarter to *Babartneß*, a low Point, with foul ground lying far out, and from that to *St. Andrews* W. and by N. 5. miles, and is for the most part Rocky, very uneven, and foul a good-way out.

On the North side of the *Nefs*, there is much hard ground, and several dangerous Rocks lying off, the outmost, called the *Car*, is a long Riff, stretching N. E. into the Sea, and not covered till about half Flood, but with any wind on the shoar, there's always a breach upon it, the out Point is a mile from Land, and there's hard ground all round, and deep Water closs, 9. Fathom on each side, and 11. a long Cables length North from it.

The ordinary mark to sail free without, is to keep the battlement of *Creal* Steeple, clearly in sight, but in thick weather or under night, the best way is to keep off in 15, or 16. Fathom.

Between the *Car* and the shoar it's near three quarters of a mile, and the *Spout*, *Knivstone*, and the *Shoals* (Rocks that appear not till low Water) are lying there, but within them and between and the *Briggs*, there's a Chanel and 4, 5. Fathom, where Vessels that are well acquainted, sometimes pass, the mark being, the *Light House* of *May*, just without the Point of the *Nefs*.

The *Briggs* are a long ledge of Rocks running off from the Land E. N. E. a good way into the Sea, the outmost part is covered about half Tide, but the rest of it, unless in great streams is always above Water.

West from this the shoar turns in and is foul for a good way; but below *Randerstoun* there's a peice of clean ground within some Rocks that ly out, which with no great charge, might be made a fine Tide Haven, and as it is

the Fisher Boats, when the Herrings swim off here, run in and ly very safe.

From the little Point below *Cambo*, the shoar, towards *Babartness* is low, and for the most part sandy, but there are some Rocks in the offing, that appear not till the Sea is near out.

Kinkell-Creek.

At *Kinkell* a mile and a half East from *St. Andrews*, there's a little Creek with a head of stone, where small Vessels go in upon occasion, the Entry is foul and narrow, and there are Rocks lying far out on both sides, so that it's very ill to be taken, when there's any Sea going. The Coast hereabout is high and Rocky.

St. Andrews.

St. Andrews of old, was a Town of great Trade, but now much decayed, it's finely seated on a peice of plain Ground, close along a steep Rocky shoar, and hath several high Steeples that make it very remarkable, even far from Land. The Harbour, being none of the best, is at the East part of the Town, in the mouth of a small Water, that after making a turn, runs Eastward into the Sea; It's defended on the out-side by a long Peir of stone, but the Entry being a Cables length out from that, and narrow and Rocky on both sides, unless the Weather be easy, there's difficulty enough to get in. At full Sea and spring Tide there's only 10, or 11. Foot Water, and 6, 7. at a Neep; The Flowings are S. S. W.

And a N. E. or E. N. E. Wind makes the greatest Sea.

Road.

All over here between *Babartness* and *Tentsmuir*, is called *St. Andrews Bay*, but the best Road is about a mile off, on 7, 8, or 9. Fathom, the ordinar mark being, the Church Steeple with *Drumcarrow Craig*, or the Harbour S. W.

Edens-Mouth.

There are ledges of Rocks lying far out, all along below the Town and at the Harbour, but at the West end, the shoar falls low, and is clean and sandy, and stretching N. W. and by N. a mile and a half; ends in a Point just on the south side of *Edens Mouth*, where is a large Inlet that runs up 3. miles West into the Land, and is more than a mile over at the Entry; And albeit when the Tide is in, it appears to be a good safe place, yet it's shoal, falls dry, and the Sea Ebbs far out. The River *Eden* runs through it, on the North side, and Vessels have sometimes run in there, but there are quick sands in several parts, which are very dangerous.

On the North side of *Eden* lies *Tentsmuir*, a low, fenny peice of a Country, five miles and a half in length over to *Tay*. The shoar stretches near S. and N. and is altogether clean and sandy, as is all the way right off. Here it Ebbs far dry, and the Water deepens out by degrees, from 1, to 2, and 3. Fathom, at a mile and a halfs distance.

Abertay.

Straight out, and near East from *Tentsmuirness*, a low Downy Point, and the outmost Land on the south side of *Tay*, lyes *Abertay*, a sand four miles in length and a mile in breadth, and excepting some hollow parts, falls dry at low-Water. 'Tis slate on the south side towards *St. Andrews Bay*, and the Water deepens, to 2, 3, and 4. Fathom a mile off, but steep too all

along, on the North or inside, 5, 6, Fathom close. Right against the *Buttonness*, it rounds out, and straitens the Passage there to three quarters of a mile over, and then taileth away to the S. E. and hath a hook at the back of it.

Between *Abertay*, and the shoar, there's a swatch called the *Pool*, that falls dry almost at low-Water, but when the Tide comes, it sets thorow there, very swiftly in to *Tay*, and small Vessels when the Sea is full, pass sometimes that way.

On the North side of *Tay*, over against *Abertay* is *Buttonness*, very remarkable, because of some sandy Hills, or Douns, of a redish colour, that are near the Point. The shoar about is low, clean, and sandy, and right out from it E. and by S. half S. lyes the *Gaa*, a dangerous sand, more than three miles in length, and half a mile where broadest, which is next the Land, it falls but partly dry, at low-Water, for there's 9, 10. Foot, and 2. Fathom towards the Point, where it turns very narrow. Also there's a swatch where Vessels that are acquainted pass thorow, on 12, and 14. Foot, the mark being the *Abbey of Aberbroth*, commonly called the *Work*, a little within, or West from the top of the Hill *Dickmont*. This Bank is flat on the outside, 2, and 3. Fathom, half a mile off, but steep too, 4, 5. close on the South or inside.

The Point of the *Gaa*, lyeth above a mile and a half farther out than the Point of *Abertay*, and between them is the Entry, to the River or Water of *Tay*, which is here above 2. miles broad, but there is a Bank called the *Cross-Sand*, that runs quite over, where at low Water, are 3. Fathom, 2. and a half, and 2. towards *Abertay*, where shoalest. 'Tis half a mile in breadth, and the Water right out, deepens by degrees, to 4, 5, 6. Fathom, and so to 8. about a mile off, but on the inside it falls suddenly deep to 5, 6, 7. Fathom, and 9. a peice further up in the middle of the Chancel.

The ordinary mark to sail in, was, to bring the midmost height or Doun at the *Buttonness*, to run in N. W. half W. but now there are two Light-Houses Built near the Point below the said Douns, which being brought, the one over the other, leads safely in, both by Night and Day.

Also there's a good old mark that carries very well in, and out, which is to bring *Broughty Castle*, an old Tower Built upon a Point on the North side of the Water, a sails breadth North from *Dundee-law*, a remarkable Hill like a Pape hard by the Town.

In sailing in here, several things must be observed, for the Flood and Ebb, run in and out at a great rate, and when the Wind is high, and against the Tide, the Entry is breach all over; Therefor if it blows hard in, be sure to take a good share of the Flood, and keep a good head sail; But if the Wind be Westerly, and you design to turn in, with the Flood, take the begining, and hold the lead going, and when over the *Cross-Sand* come no nearer *Abertay* than 6. Fathom, nor the *Gaa* than 5. and above *Buttonness* come no nearer the

the North side than 3. for there's a long hollow Bay between it and *Broughty*, and near the bottom of it a little Town with a Church called *Monysfeith*, off from which there's a large flat, named *Drumla Sand* dry for the most part at low Water, and some foul ground a little without it.

In the Entry to *Tay*, the Flowings are, near S. W. and by S.

Between *Buttouness* and *Abertay*, the Passage is narrow, about three quarters of a mile over, as is said before, and 6, 7. Fathom in the middle of the Chanel, but up from that, it turns broader, and the Water somewhat shoaler, the length of *Tents-muirness*.

About this Point, and West to the *South Ferry*, it Ebbs a good way dry, and there are two Muscle scaps lying out at the low Water mark; The Channel is close along them, in 3, 4. Fathom, for there's a shoal that shoots out from the North shoar, East from *Broughty*, and runs over within less than half a mile to the Eastmost Scape, so that the Passage there is strait, and the current very strong: This Bank is called the *Horsehoe*, and is only a long narrow Ridge, upon which at low Water there's 9. Foot for more than half a mile together, but deep Water 7, 8. Fathom close on each side, and farther up towards *Broughty* 13, 14.

Between *Broughty*, and the *South Ferry*, a little Town with a Church, the water again turns narrow, not above a mile over, and there's a strong Current, and 12, 13. Fathom about midway, but on both sides, there's a good Road, that off the *South Ferry* is on 5, 6. Fathom, clay ground, and the Town bearing S. and by E. that again off the *North Ferry* is in 7, 8, and 9. right out from the west end of the Town.

From this up to *Dundee* it's a large League West, the Passage clear and somewhat broader, and the Water by the way shoaling from 7, to 6, 5, 4, and 3. Fathom off the Town, but a short mile West from the *South Ferry*, near the *Garpits*, there's a round sort of Bank that shoots out a good-way from the Land, called the *Newcome*, it falls dry at low-Water, and there's 5, 6. Fathom close without. This sand is but lately grown up, and it's like may wash away again, however keep a good half mile off that side; the shoar all about here is high and Rocky, and from the *Craighead* it turns South for a mile, and makes a hollow Bay towards *Woodhaven*.

Dundee is a large well Built Town, and hath a good Trade; The *Law* at the back of it, and the Steeple being a very high Square Tower, wanting a spire, make it remarkable. The Harbour also is large, safe and convenient, being defended from storm, by several strong Peirs, some Built out from the Land, and others lying off, as it were in the Entry: But so that there are clear and open Passages between, to let the Current of the Tide run thorow, to keep it clean, and also that Vessels may go easily out or in; It falls altogether dry at low-Water, but there's 14, 15. Foot at full-Sea and spring-Tide, and 9, 10. at a Neep, and the Flowings are S. W. and by S.

East from the Harbour it Ebbs far dry, and there are several Rocks lying off, the outmost is called the *Fowler*, and hath a Beacon upon it, but a Cables length S. W. there's a shoal and some foul ground, upon which at low-Water is only 9. Foot, also there's a Rock a little out from the West Entry that must be taken care of.

The best and ordinar Road, is about half a mile right off the Hospital, or west end of the Town, on 3, or 4. Fathom good clay ground.

From *Dundee* over to the south side at *Woodhaven*, where a little Creek for the Ferry Boats, it's two good miles, and by the way there's 3. Fathom, and 2. and a half, till you come to *Conty Sand*, a Bank about two Cables length broad, and stretching from the south side of *Wormit Bay* to *Craighead*, 3. miles and a half along the shoar; it falls dry before low Water, and there's 2. Fathom in the Chanel, that runs close along the out side of it.

From *Dundee* up to *Newbrough*, it's 4. Leagues and a half, S. W. and by W. and in some places as between *Balmarinoe* and *Invergoury* very broad, three miles and a half over, but unless in the Chanel of the River, it falls dry for the most part, every Tide.

The *Carfs* of *Goury*, a fine, plain, Corn Country, is on the North side, and *Fife*, that is pretty Mountainous in that part, on the South, and along the shoar on both hands, there are several good Houses and a great deal of Planting.

The Chanel of the River is narrow, not two Cables length over, but there's two Fathoms, and two and a half thorow it all, at low-Water, and at full Sea and spring Tide as much more; From *Conty Sand* it keeps the *Fifeside* all along to *Balmarinoe Point*, where Vessels Anchor a little off towards the West on 2. Fathom and a half, and then, makes a great turn right over on *Seaside*, a House with a tuft of Trees, and comes within 600. Paces of the North shoar. From that it casts over again to the South side, where is a great black Stone, called the *Kairnstone*, just at the Flood mark, and then keeps close along that shoar, by *Beats-Miln*, round the Point of *Bambrich* and so to *Lundors-pow* near *Newbrough*.

There are places by the way where Vessels use to drop an Anchor as in the Bight off from *Seaside*, on 3. Fathom, and at *Beats-Miln* on 2. and between *Bambrich* and *Lundors-pow*, there are Banks lying a peice out from the Land, and on the edge of the Chanel over against them, some great stones and foul ground, that appear before low-Water, and must be taken notice of.

Lundors-pow is a Holl in the Mouth of a small Water just below the House, where Ships of Burden that cannot get well up to *St. Johnstoun*, ly to Unload.

Newbrough is a small Town with a Church, Built near the Confines of *Fife* and *Perth-Shire*, and not far from the Brink of the River, the depth keeps still on that side, and a very little off there's 9, or 10. Foot at low-water, where small Vessels Ride upon occasion.

From this over to the *Cars* its a Mile and a half, but right off on the North side of the Chanel, there's big stones, and some foul ground, and a litle to the Westward of them, a long low Island, called *Mugdrum-Insh*, between which and the North side there's a mile that Ebbs dry.

The Ch-
nel from
Newbrough
to Perth
From *Newburgh* to *Perth*, the tract of the Water is crooked and narrow, in some parts not a quarter of a mile over, and there are big stones and several shoals by the way, so that a Boat cannot pass at low-Water, but at full-Sea and spring-Tide, there's 10. Foot over all. And it must be minded, that it Flows here, only 4. Hours, and in great Freshes, that sometimes rise 12. Foot, not so long.

There are also several small Isles in this Tract and some holls, as at *Elcho*, *Friertoun*, &c. where Vessels drop an Anchor to stop a Tide:

The Depth or Chanel, continues along the south side, clos by *Mugdrum-House* and so up till within half a mile of the confluence of *Tay* and *Erne*, and there it makes a turn towards the *Cars-Point*, where is a litle Isle lying off, and then over again to the lower part of the *Rind-Insh*. This is occasioned by a Bank that shoots a good-way out from the Land on the East side of the mouth of *Erne*.

Erne-River *Erne* is a considerable River, that hath its rise from *Loch-Erne* far up in *Perth-shire*, and the Chanel towards the lower part falling very hollow, the Sea flows into it for some miles.

Over against the *Rind-Insh* there are several great stones, whose tops appear only at low-Water, the passage is between them and the Island and is very narrow, so that a great deal of care must be taken there.

From this the depth lyes up along the *Cars* and turning round on the North side of *Kinfains-Isle*, goes Westward to the *Friertoun*, and so up along by the *South-Insh* to *Perth*, where Vessels ly very well, at a fine litle Key of stone, out of the way of the Runs of the River.

Perth. *Perth* called also *St. Johnstoun*, is a large Town pleasantly seated, on a plain clos to the south side of *Tay*, and Vessels that draw 7, or 8. Foot Water, get easily enough that length. The Sea flows only about a mile farther up, but this being one of the greatest Rivers in the Kingdom, and coming from the Hills, the Freshes after much Rain, rise high, and are very troublesome.

This is a place of good Trade, and a chief Mart for Linning-Cloath and Skins.

From the *Buttonness*, the shoar on the north-side of *Tay*, lyeth N. and by E. Ely. Two miles and a half to the mouth of *Lochty-water*, and is all that way low, clean, and sandy. And about half a League off, and a mile from the back of the *Gaa*, there's a road on 4, 5, and 6. Fathom; for winds, from the Land.

From *Lochty-water*, to the Point at the *Car*, the Coast stretcheth N. E. Ely. 4 miles, and is low, rocky, and very uneven; Yet there's some litle Creeks, as at *Maulsbrough*, and the *West-Haven* which with no great charge, might be made good Tide-havens.

The *Car-end* is a long riff of Rocks, that ly right out from a Point of the Land, a good way into the Sea, and between it and *Aberbroth*, there's near three miles, over a hollow clean Bay that Ebbs far dry.

Aberbroth is a fine litle Town, and appears to have been a place of Trade, the vast Ruins of the old Abbay, commonly called by Seamen the *Work*, make it very remarkable, the Harbour is at the lower part, and hath a small Water runing thorow it, and a long Peir lying out towards the S. E. to keep off the storm, but there's foul Rocky ground on both sides of the Entry, and a Bar a Cables length out from the Head, upon which there's readily a great rolling Sea, especially with a E. S. E. Wind, it's a sort of beach or small stones, and hath 10. Foot Water, before there's any in the Harbour; where at full-Sea and spring-Tide, is only 9, or 10. Foot, and 6. at a Neep.

The Flowings are S. S. W.

About a Mile off there's 5. Fathom Water and hard Ground, a peice farther, 8, 9, and 10. Oase, and a League out 14, 15. clean sand, and beyond that hard ground again.

Two Miles N. E. and by E. from *Aberbroth* is the *Lourhead*, a high steep and Rocky Promontory, and a litle to the southward of it the *Pott*, a dark hollow Cliff beforementioned. Off here, there's a pretty strong Tide, and the Flood and Ebb run two Hours longer than on the shoar.

From *Lourhead* to the *Redhead* it's 4. miles N. E. and by N. Nly. the Coast all-along Rocky, of a great height and full of Cliffs, about midway there's a litle Fisher-Town with a Creek called *Auchmuthie*.

From the *Cross-Sand* at the Entry to *Tay* to the *Redhead*, it's N. E. and by N. half N. near 5. Leagues.

To the out-Point of the *Car* at *Fifesness* S. S. E. 4. short Leagues.

PART OF THE MERNES

PART

South of A

Old Monroff

Maryton Law

O F

ANGUS

Lunan kirk
Red Castle

LUNAN =

BAY

Red head

North of A
Kinnaber
Cottoun
Charletoun
Heatherweck
Burrowfield
Taik
Newmans mans
Taik mih
New Wind mih
Rains of the dike
MONTROSS
MONROSS
Isle or the Inch
Ferry den
Scurdynes
Craig
Maryton K
Rofie
Chaplenes tie
Craigmabarran
Ufan townie
Ufan craigs
Duminald
Dysart

True S & N line

South & North by the Needle

West var 5 deg 30

lat 56.36

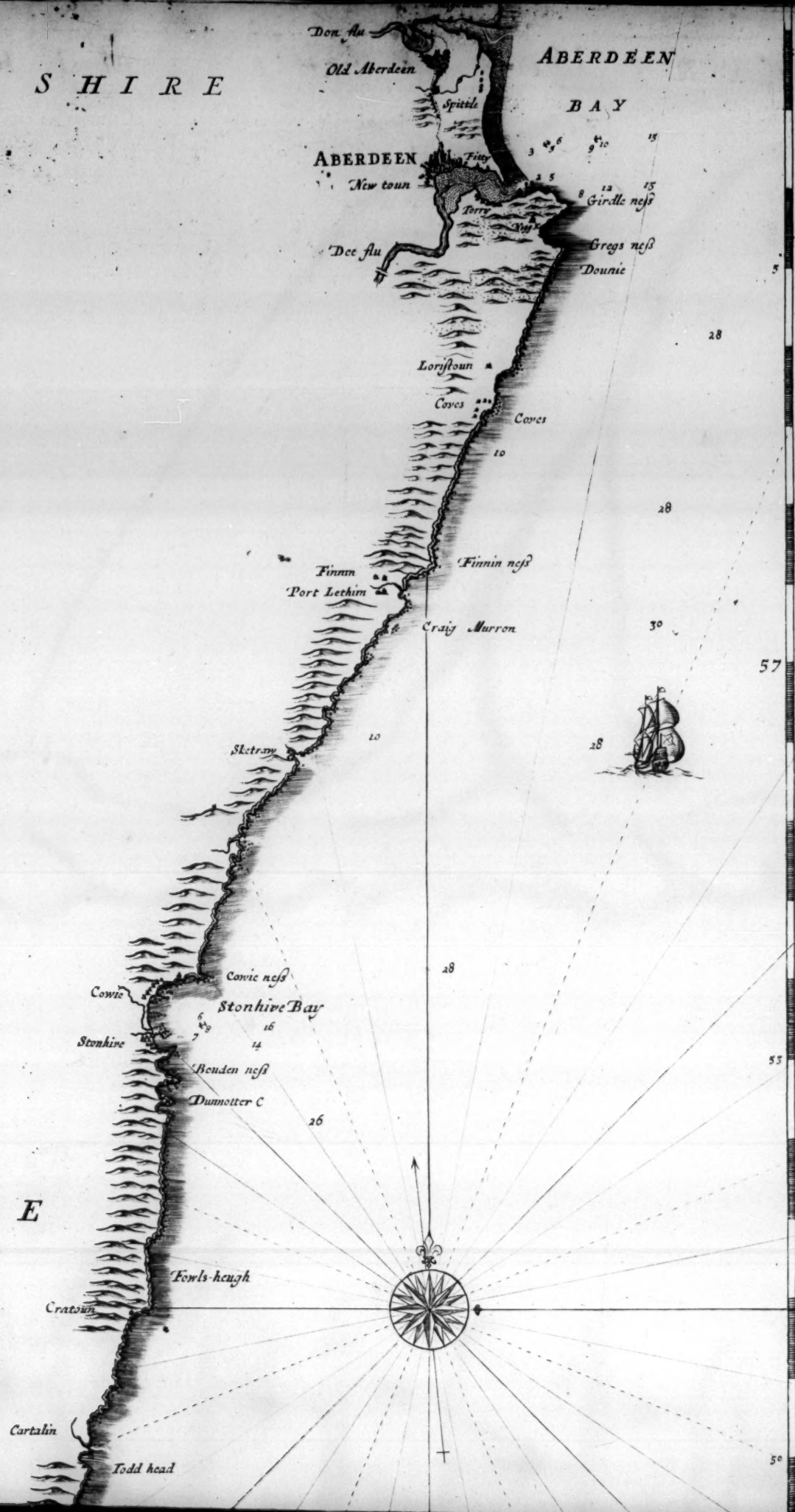
2800 pafus

The
TOWNE & WATER
of
MONTROSS
with the neighbouring Coun-
try & Coast from the Red head
to the North water -
Surveyed & Navigated
by John Adair .
1697

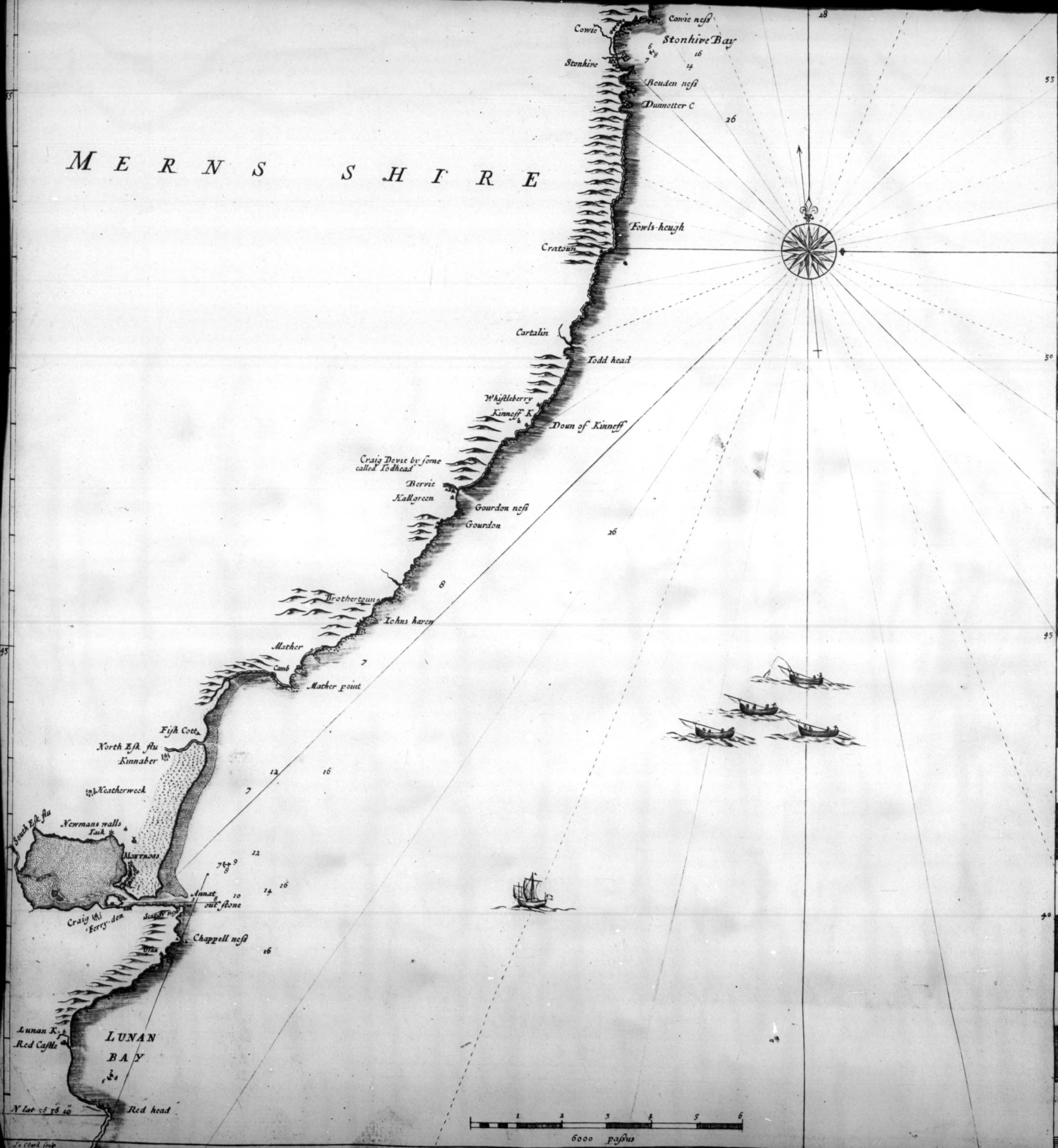
A B E R D E E N S H I R E



M E R N S S H I R E



M E R N S S H I R E



6000 paces

CHAP. V.

The Coast from the RED-HEAD; Northward, to ABERDEEN:

With the Water of MONTROSS &c.

Redhead. **T**He Redhead is a very high, and Rocky Promontory; full of Cliffs, of a redish colour; which occasion the name, and make it remarkable far off at Sea. The Water clofs too, is deep, 20. Fathoms a mile from the shoar, and 26, 28. oafy ground, with big pieces of shells, a good League farther; the Tides run by here pretty swiftly; the Flood to the southward, and Ebb to the northward: And there is readily a swelling Sea, even when there is litle Wind.

This Head is in Lat. 56, 36, 10. and from it the Courfe is N. E. and by N. 6. Leagues and a half to the *Todhead*; and thence near N. N. E. 6. Leagues, 2. Miles and a half, to the *Girdlenefß* on the southside of the Entry to *Aberdeen*:

Lunanbay. From the *Redhead*, to the water mouth of *Montross*, the Courfe is N. N. E. 5. Miles over a long and deep Bay, called *Lunanbay* or *Hope*: Where there is good clean ground, white fand, for the most part, and about a Mile North from the Head, a Road where Ships ride well enough, on 6, 7, and 8. Fathom, when the wind is from the Land. The shoar all along at the bottom of this Bay, is low and sandy, and the Water deepens out from it by degrees; but on both fides, 'tis steep and Rocky: And towards *Montross*, shoots out into several Points. The most remarkable is *Chaplenefß*, half a Mile to the north of *Ufan*, a small Filher Town; where there is a ledge of Rocks, stretching out from the shoar; and within it a Creek for Boats.

Chaplenefß The *Chaplenefß* is a low Point, with foul ground all round; and there is a litle Rock a peice off, called *Craigmabarran*, seen only about low Water: So that Ships edging along the shoar must take care of it.

Ufan. Three quarters of a Mile, North from this, is *Scurdynefß*; a foul and Rocky Point also: On the south fide of the Entry, to *Montross Water*, and right out from it, are two unhappy Rocks, the *Inftone* and *Outftone*. The last is most dangerous; for it lies a good Cables length off, and is only known, by the breach, about low Water; 'tis a small Rock, but hath a tail towards the Sea: Upon which there is 2 Fathom, and juft without that, 4, 5. The *Inftone* again lies clofs afhoar, inclining a litle in to the Chanel; and between it and the *Outftone*, there are 3. Fathom Water, and hard ground; so that Seamen who are acquainted, pafs sometime through that way; by bringing a heap of stones, that is on the height of the *Chaplenefß*, a litle within the Point or Heugh of the *Redhead*: But the mark to go without all, which is the

ordinary and sureft way, is, to bring the outmost Point of the *Chaplenefß*, right with the Heugh of the Head.

On the North fide, of the Entry, over-against *Scurdynefß*, and fomewhat farther out, is the *Annat*; a most dangerous Bank of fand, that shooteth three quarters of a Mile, out from the Land, and falls dry, for the most part, at low Water. 'Tis steep too, on the inside 2. Fathom and 2. and a half. And between it and the Rocks, on the southside, there are not above a hundred Fathoms; so that the marks to run in must be narrowly noticed. First then, being free of the *Outftone*, open the Water fully, that lieth up, very near West; and bring the House on the Isle, that comes then in view, a litle free of the fouth shoar, which is black and Rocky, all the way in: And when you have sailed clofs up along it, till the Key, where the Ships ly comes clearly in fight, edge up along the Northside. For there is a *Muscie-Scape* that lyes out from the Isle, a good way down; upon which Ships have got damage. The Key falls dry at low Water, but there are holls a litle off, where Veffels sometimes ly Afloat.

The Entry in a storm, especially if the wind be between S. E. and N. E. is breach all over; but there are 3. Fathom Water in the middle, and no hazard, if you enter any time of Flood: Otherways, if the wind be not very peircing, the Ebb, that runs out here in a stream at the rate of 5. Leagues a Watch, is ready to cast you either on the Bank, or the Rocks: Where its hard to escape. Yet for all thir difficulties, its a very good Port; and convenient for the Filhing; there being nothing like it, between and *Murray-Frith*; For at low Water, a Veffel that draws 9, or 10. Foot, may run up a great way within the Entry, and ly out of danger.

The Flowings here are S. S. W. and the Water, in a stream, will rise 4. Fathom and at sometimes more. Right out from the Entry, there is clean ground; and the Water deepens by degrees, from 4, to 5, 6, 7. Fathom, and fo to 9, 10. about a Mile off, and at a Leagues distance, 17, 18. fine fand and peices of shells. The ordinary Road is a Mile from Land, in 7, 8, 9. Fathom. And the mark is the Town Steeple, in a line with the Hill of *Turrin*. There is clean ground over all the Bay; but foul in several parts to the southward.

The Town of *Montross* is finely feated, on the North fide of *Southesk River*; a Mile and a half up from the Entry, juft above it, is a large peice of ground, two good Miles in length, and not much less in breadth, overflowed by the Sea every Tide; the great quantity of Water that this receives twice every twenty four Hours, with the help of the River that runs through it, and falls over to the strait passage on the Towns fide, occasions the strong current out; and is a great mean to keep the narrow Chanel deep and clear, all the way down. This is a place of good Trade, well Built; and the fields about plain and pleasant; the Church with a high pointed Steeple; and the

Wind-Milns, one upon a height near the Key, and two about half a Mile North from the Town, make it very remarkable. From this they ordinarily Export Corns, Linning, wooling-Cloath, Stockings, Salmon, White-Fish, and several other things.

From *Scurdyness* to *Mather-Point* 'tis N. N. E. 5. Miles and a half. The shoar between is low and sandy, and falling in a good way, makes a long clean Bay, that Ebbs far dry, and is shoal a peice off. About 3. Miles North from *Montross* the River *Northesk* runs in, to the Sea.

Mather-point.

Mather-Point is a remarkable litle Promontory, with a steep Rocky face, on the south side towards the Bay, and is foul a good way out, from it, to *Gourdyness*, near *Barvy*. The Coast stretcheth N. E. 5. Miles and a half, and is all-along low, Rocky, and in some parts foul, a good peice off: But clofs without the Rocks there is clean sand, 2, 3. Fathom Water, and 7, 8. a Mile farther.

North from *Mather-Point*, near the *Miln-Town*, there is a fine litle Bay, with a clean shoar, within some Rocks, that ly out; which, with no great charge, might be made a good Tide Haven; where would be, 12. Foot Water, in a stream.

Gourdyness.

Barvy.

A good Mile beyond this, is *Johns-Haven*, and 3. Miles farther *Gourdyn*, two Fisher Towns; where are Creeks for Boats: And also for small Vessels upon occasion. *Gourdyness* is a low Point, with a long riff of Rocks; lying out from the North side of it, and within that is *Barvy-Bay*. The shoar below the Town is low and clean; but being open, and the Water-mouth readily choaked with Banks cast up by the Sea, there is no shelter there, even for a small Boat. About a League right off from this, there are 26, 27. Fathom Water, and clean ground, with big peices of shells. From *Gourdyness* to the *Todhead* 'tis 4. Miles N. E. and by N. the shoar, all the way, beyond *Barvy*, steep, Rocky, and Ragged; and the Land just above high.

Todhead.

The *Todhead* is a Rocky Point, and hath deep Water clofs to it; but, being low and not very remarkable, the high land, North from *Barvy*, called *Craigdavy*, is ordinarily taken for it, at Sea.

Fowls-beugh.

From the *Todhead* to *Fowls-beugh*, 'tis a short League N. N. E. the shoar all along, high, Rocky, very uneven, and steep too; on the North side, of the Head, there is a Creek, for Boats; and a litle from that, *Cartalin*: And 2. Miles farther, *Crawtown*, small Fisher Towns.

From *Fowls-beugh*, so called, from the great numbers of Fowls, that Nestle in the Cliffs, towards the Sea, to *Dunnoter*, 'tis about 3 Miles almost North: and the shoar all the way, is very high, steep and Rocky: And there is deep Water, 7, 8. Fathom clofs to it. Off from this, the Tides run very swiftly.

Dunnoter.

Dunnoter is a great Castle, Built upon a high Rock, that is joined to the Land, by a narrow neck; and makes a fine appearance towards the Sea. About a Cables length off, there are 7, 8. Fathom, and 28. two Miles farther: The ground, small stons, big peices of shells and sand.

A short Mile, North from *Dunnoter* is *Stonhive*; but, between them, there are two high, Rocky Points or Promontories; that, next the Castle, is called *Bowdyness*; and the other *Douny Point*: from a small steep round Rock, that is clofs at the end of it. On the North side of this is *Ston-Stonhive Bay*, pretty hollow; and above a Mile over, but open to the Sea. The shoar, at the bottom is low; and for the most part foul, yet in the south corner there is a very good Tide Haven, within a Peir of Stone that is Built with the back to the Sea; and hath a riff of Rocks lying without it: In going in you must keep clofs along the southside of them and the Peir Head, for there are Rocks stretching out from the shoar on the other side, some whereof ly under water. However, Ships, of good burden, may run in, and ly very securely: Only there is a rugg of a Sea, that must be taken care of. Within the Head at a Stream there are, 16, 18. Foot, and 10. at a Neep; and its full Sea, on the Change-Day, three quarters of an hour, after Twelve; but sometimes the weather will cause it Flow longer. The greatest Sea is with an E. or N. E. Wind: Out from the Harbour, the Water deepens by degrees to 2, 3, 4. Fathom, where there is clean Anchor-Ground; but a peice without that, in the mouth of the Bay, there is a foul spot, called the *Buss*; without which again, there is good Anchor-Ground, and 7, 8. Fathom, redish clay and sand: But the best Road for Ships, that intend not for the Harbour, is, about a Mile and a half right off, in 14, 15, and 16. Fathom.

Road.

The Town is Built, along by the Haven; and being the only Port in the *Merns*, is a place of Trade.

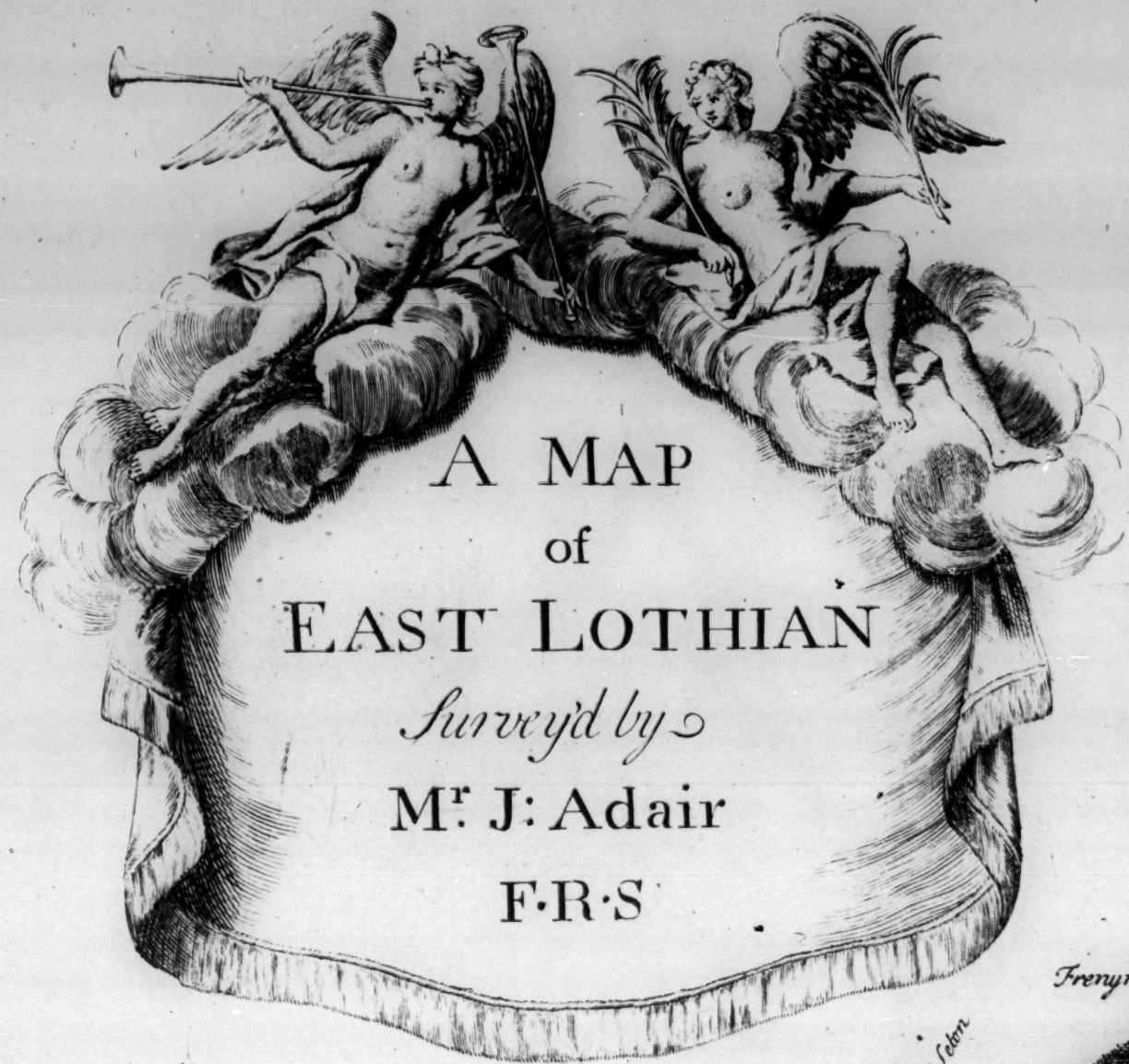
On the North side of the Bay is *Cowie*; a Fisher Town. And below it, a very foul shoar; as is all the way to the *Garronhead*, called also *Cowie-ness*. This is a remarkable Point, very Rocky, and foul, and lyeth out, on the North side of *Stonehive Bay*.

Garron-head.

From the *Garronhead*, to *Finniness* 'tis N. E. and by N. Nly. 7. Miles. The Coast all along, is very uneven, high, and clifty; but steep too, 10, 12. Fathom and clean ground, within two Cables length, and 28. about a League off. There are some Fisher Towns, on the shoar, as *Sketraw* &c. that have litle Creeks for Boats; on the south side of *Finniness* is *Port-Lethim*; at the bottom of an open Bay, with a steep Rocky shoar: and half a Mile south from that again is *Craigmurrin*; a Rock that lyes about a Cables length, off the Land.

From *Finniness*, to *Gregsness*, a peice North from the notable Rock called *Douny*, 'tis some more than 5. Miles N. N. E. And the shoar, all the way, high and steep, like that to the southward. At the *Coves*, and *Loristoun*, there are some Rocks lying out, but clean ground and 9, 10. Fathom, without them, and about a League off, 28. course sand and shells.

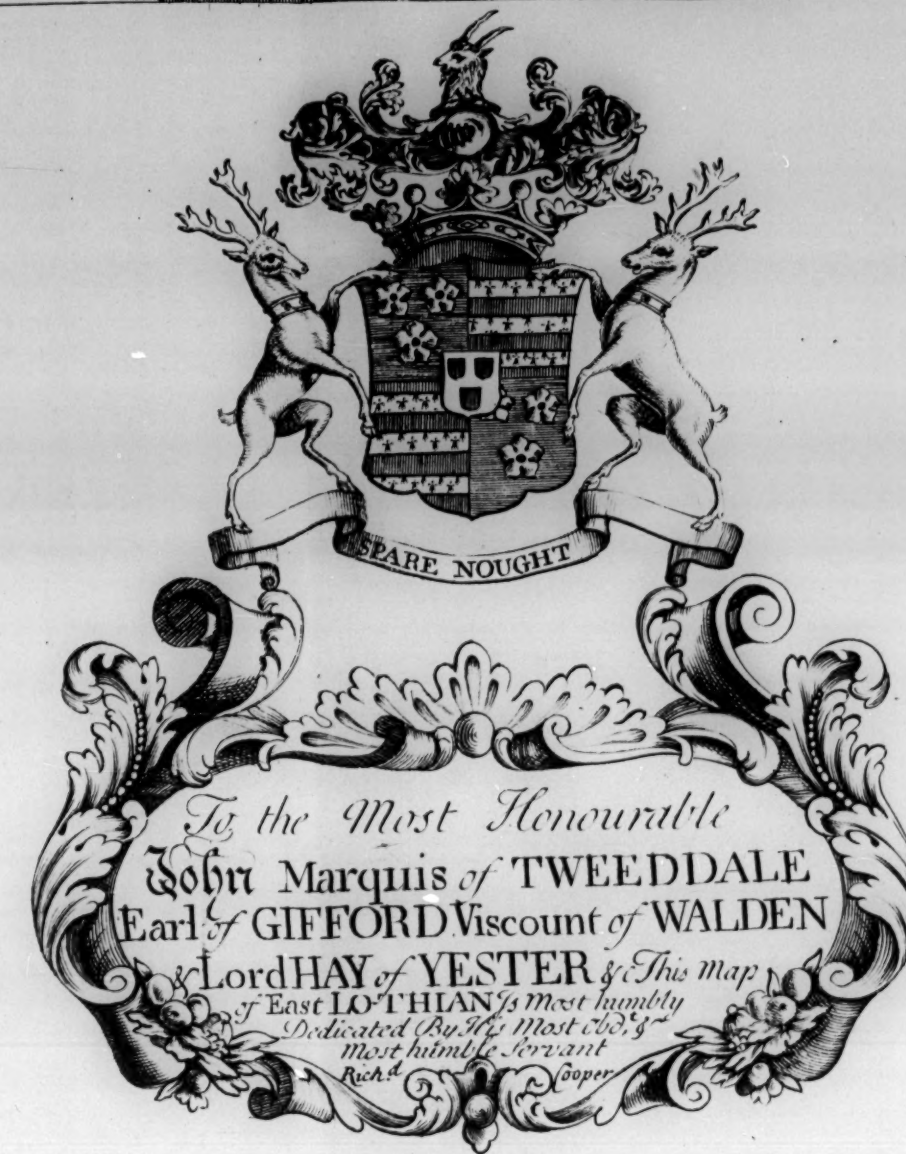
From *Gregsness*, to the *Girdleness*, on the south side, of the Entry, to *Aberdeen*, its a large half Mile North, over a hollow Bay, that's foul and Rocky; called the Bay of *Nigg*, from a litle Church, near the bottom of it.



PART
OF
MIDD
LOTHIAN



PART OF
LAWDERDALE



MOUTH of the
FIRTH

Part
of the
MERS



WEST
LOTHIAN

Part
of
CLIDSDALE



TWEEDDALE



Part of STIRLING SHIRE



LOTHIAN

